



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



TALES OF SYMPHONIA®

Dawn of the New World™

COVERS NINTENDO WII™

BASED ON A GAME TEEN
RATED BY THE
ESRB T

Written by Off Base Productions

Tales of Symphonia® Dawn of the New World™

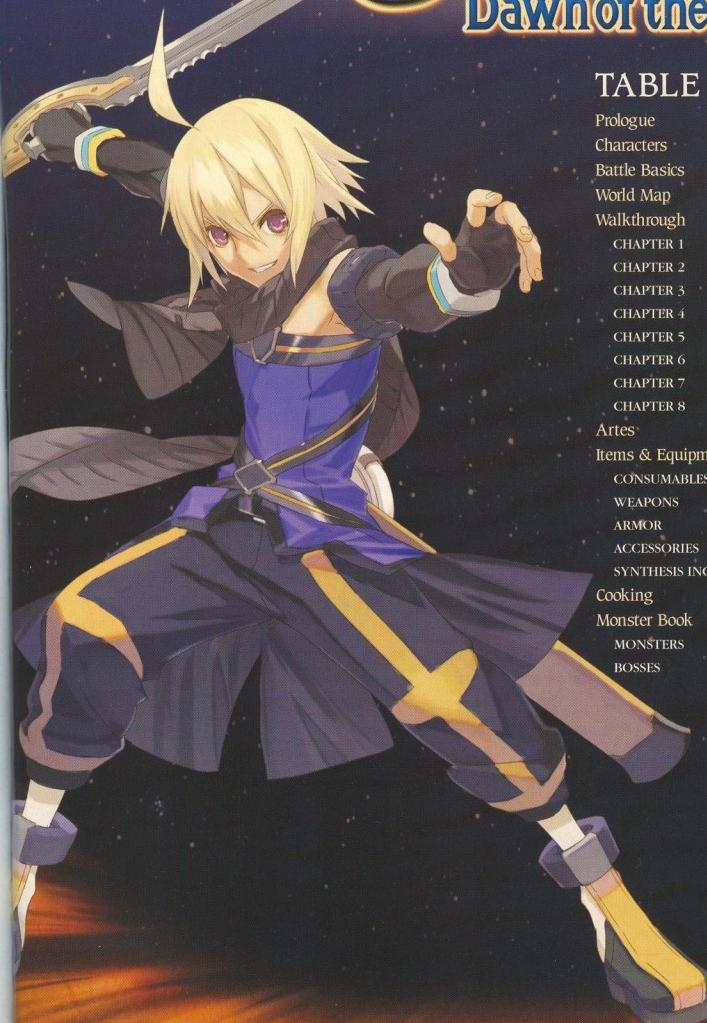


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Prologue

As of now, the world is whole, but in the ancient past it was divided into the realms of Sylvarant and Tethe'alla. Two years ago, Lloyd Irving and Colette, the Chosen of Regeneration, set out on a journey to reunite the fractured worlds. Together, they planted a new world tree that brought together the worlds of Sylvarant and Tethe'alla.

What should have been a joyous occasion, descended into chaos and despair. A series of unforeseen natural disasters ravaged the land. Lakes dried up, savage winds beat the mountains, and verdant forests became deserts. The citizens of the New World were lost in the confusion and in the desperate times, they turned to desperate measures.

Tethe'alla's forces rallied behind the Church of Martel, claiming the authority of the hero Lloyd Irving and the goddess Martel. The Sylvaranti formed the Vanguard, a violent resistance movement with no mercy for Church sympathizers. War engulfed the New World.

In a small seaside town, a new journey is beginning. War has reached the shores of Palmacosta and in its path are the lives of two budding heroes. Emil Castagnier and Marta Lualdi have a chance encounter that changes their lives forever. Together, they must set out to discover the secrets of the past and, in doing so, find hope for a better future. Only through their actions may they find the light to see the dawn of a new world.



Characters

EMIL CASTAGNIER

Emil is the protagonist of this story. He lost his parents in the Blood Purge that occurred in the Port City of Palmacosta. He has a naive personality and an innocence that leads him to believe anything he's told. Generally a coward, he's not successful in anything that requires a great force of will. He possesses a deep hatred for Lloyd, the one responsible for killing his parents. Certain circumstances lead him to swear a contract to protect Marta as one of the Knights of Ratatosk. As a result, he can call upon the power of the spirit Ratatosk during battle, which causes him to act as a cruel and unforgiving warrior. It would pain him to see the vast difference between the person he was and the person he's become.



MARTA LUALDI

Marta is a girl who lost her mother when Lloyd's party sent the Great Tree into chaos. She has a mysterious jewel known as "Ratatosk's Core" implanted in her forehead. Determined and unafraid to make her voice known, she is not satisfied unless she can think of things in absolutes. She thinks of Emil, who saved her, as a Knight in shining armor, and has decided that his typically cowardly and passive attitudes are simply modesty that hides his true strength. She hates Colette, who killed her mother, and Lloyd, who attacked Palmacosta.



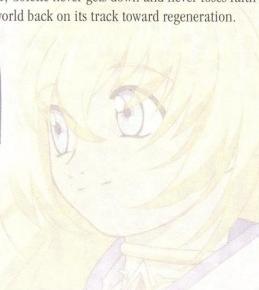
RICHTER ABEND

Richter is a young man currently searching for the Ratatosk's Core for unknown reasons. Sarcastic to a point, he is relentless in the pursuit of his goal. He meets Emil on his quest to find the Ratatosk's Core, and while he's disgusted to see such a cowardly character and passive attitude from him, he puts himself at his service. Clearly, there must be some reason for this.



COLETTE BRUNEL

Colette is the Chosen of Regeneration and was the one who planted the new world tree. As such, this makes Colette either a hero or an enemy to the citizens of the New World. Regardless of how others see her, Colette never gets down and never loses faith in Lloyd. Together, with Lloyd, Colette aims to set the world back on its track toward regeneration.



RAINE SAGE

Raine was Lloyd's teacher in the town of Iselia and is also the older sister of Genis Sage. As a half-elf, life is not easy for Raine. Along with her younger brother, Raine sets out to try and make the world a better place for half-elves, but when she hears about Lloyd's action, she decides to track him down. Raine is a calm, nurturing woman who cares very deeply for those around her.



GENIS SAGE

Genis is Raine's younger brother. As a close friend of Lloyd's, Genis is concerned about his recent actions and is adamant about tracking him down with his sister. Genis may be young, but he has grown a lot since his last journey with Lloyd and Colette. Genis is feisty and eager to fight. Along with his sister, Genis is a valuable member of any team.



C REGAL BRYANT

Regal was falsely imprisoned for a crime he did not commit. Reluctant to break any laws or go against the system, Regal calmly and willingly serves his sentence. As chairman of the Lazarano Company, Regal is of high society, yet is uncorrupted by its greed and temptations. Regal's generosity knows no bounds and he is always willing to lend a helping hand.



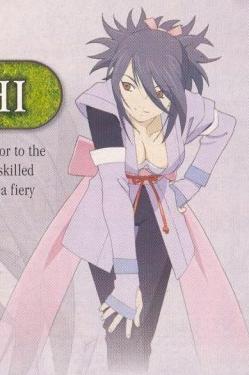
C ZELOS WILDER

Zelos, like Colette, is a Chosen One from past days. Zelos lives a carefree life and rarely takes anything seriously. Zelos has no interest in Emil, but for Marta he will do anything. In the presence of a beautiful lady, his true nature comes out, as he is quite the ladies' man.



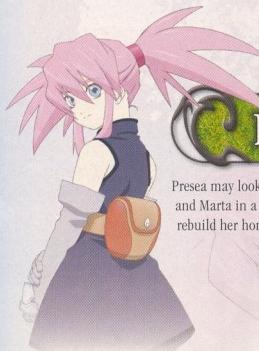
C SHEENA FUJIBAYASHI

When it comes to Sheena's assets, there is more than meets the eye. Sheena is the successor to the Chief of Mizuho and, as such, she has a full fleet of ninjas at her command. Sheena is a skilled fighter, as well as a summoner of the spirits of the world. Sheena is a bit clumsy and has a fiery temper when she is not getting the respect she deserves.



C PRESEA COMBATIR

Presea may look young, but her appearance is only a disguise for her adult maturity. Presea comes to Emil and Marta in a time of need and turns out to be a literal lifesaver. Presea is working with Regal, hoping to rebuild her hometown of Ozette.



Battle Basics

MENU

The Menu is the central hub for all your needs concerning Emil and his party members. From the menu, you can access Artes, Items, and Equipment, as well as adjust Strategies and party members. Access the Menu by pressing the + Button on the Wii Remote during gameplay.



Artes

In this game, the measurement of true fighter is based on the quality of their Artes—special combat moves or spells that allow the user to either attack an enemy or heal a friend. As fighters become more experienced, more powerful Artes are unlocked. If a fighter becomes truly skillful, they may even unlock the ancient power of Mystic Artes.

MODE

Characters may be set to three different modes of play: Manual, Semi-Auto, and Auto. These may easily be switched during combat by pressing the Z Button.

MANUAL

In Manual mode, you are given complete control of the character in play. During battle, you must move the character around the battlefield and aim your attacks and Artes with precise movements. While in this mode, it is important for you to notice the distance between your character and the enemy. If the character is too far from the enemy, attacks will not hit and TP may be wasted.

SEMI-AUTO

Semi-Auto is nice balance between control and computer assistance. In this mode, you can free-run by holding down the Z Button and moving the Control Stick. You can also attack on command by using the same A Button attack as Manual mode. What differentiates Semi-Auto mode from Manual mode is that the character will automatically block and automatically run up to enemies when performing attacking Artes.

Semi-Auto mode takes the guesswork out of distance and placement while still allowing the player many of the freedoms granted in Manual mode. Semi-Auto mode is a great way to start the game. When you feel you have mastered this, feel free to try out Manual mode.

AUTO

Once a character is in Auto mode, virtually all decisions are taken out of your hands and made automatically. This means that the character fights, blocks, and casts Artes on his or her own until the battle is over. Auto mode does, however, grant the player the opportunity to make a few decisions in battle. By pressing the C Button, you may choose when to initiate Unison Attacks and by bringing up the Menu, you can also determine when to use items. Auto mode is generally reserved for all supporting characters, but may be used to fully automate all battles.

HEY! WHERE DID THE FUN GO?

Sure you can put everybody into Auto mode and practically let the game play itself, but do you really want to? Set everyone to Auto mode except for the character you are currently playing to get the most out of *Tales of Symphonia: Dawn of the New World*. If that's not enough of an incentive, keep in mind that you also gain a boost in your final Grade after each battle while playing in Manual mode.

ASSIGNING ARTES

For a character in Semi-Auto or Manual mode, Artes may be assigned to the four spaces in the Artes menu. After an Arte has been assigned, it is preformed by pressing the B Button and moving the Control Stick in different directions. Artes are key to winning all major victories and are continuously unlocked throughout the game. Learn to utilize all Artes as they come, then pick four that best complement each other in combat and place them in the Artes menu.



FULL BAG OF TRICKS

Even though you can assign only four Artes to the Artes menu, it doesn't mean that they are the only four you can use in battle. Press the + Button during a fight, then access the Artes menu. From there, you may choose any Arte, regardless of whether or not it has been assigned to a shortcut.

SHORTCUTS

From within the Artes menu, press the 1 Button to apply Shortcut settings to the D-Pad, Wii Remote, and Nunchuck movements. These eight Shortcut settings can be set to Emil's Artes, or the Artes of any teammates. It's probably best to set Marta's or Colette's healing and supportive Artes to these buttons to quickly summon heals during battle. Setting these Shortcuts eliminates the need to bring up the Artes menu during battle and grants the player more control over the team.

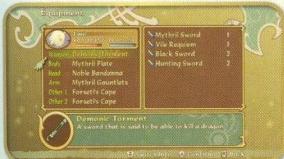


Equipment

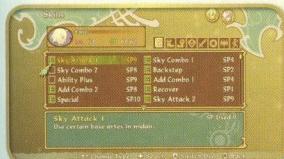
Select Equip, then choose the Equipment in the sub-menu to access the wears and accessories for all the characters in the game. Emil and Marta each have six equipment slots: Weapon, Body, Head, Arm, Other 1, and Other 2. Characters such as Raine and Genis have their own equipment that cannot be switched out. Monsters within the party have only two equipment slots: Other 1 and Other 2.

At the bottom of the screen is a detailed description of each item. If an item is selected, a box on the left appears and gives an in-depth stats analysis of the item selected compared to the item equipped. Use this information to determine if the item will boost or hurt your player's stats. Some items will lower some stats while raising others, so it's up to you to decide which stats are more important and if it's wise to equip that item.

Throughout the game, it is extremely important for Emil and Marta to keep all of their armor and weapons up to date. If either character faces a tougher enemy while still using armor they picked up in Luin, they may be seriously crippled by their poor choices in accessories. Visit the shops at every new town to discover new wares or investigate the possibilities of synthesizing new weapons and armor.



Skills



Skills can affect your characters in many different ways. They work as certain perks that can boost stats, add abilities, and improve combat. Every character and monster can equip skills through the Skills menu, a sub-menu of the Equip menu. The only limit to the number of skills equipped is each character's SP level, which is gained as their level increases. All skills require a certain amount of SP and equipping one subtracts that amount from the character's total SP.

Skills are equipped by selecting the character and then the skill that you wish to use. Skills are divided into the following seven categories:

ABILITY

Ability Skills allow the character more options during battles. Abilities grant extra attacks, combos, and moves as well as access to higher-level Mystic Artes.

ATTRIBUTE

Attribute Skills can change the way certain characters behave in battle. This could mean shorter casting times or ability to hide from enemies.

RESISTANCE

Resistance Skills allow characters to boost their resistances to certain elements or ailments.

WEAKENING

Weakening Skills grant the character's attacks a chance to add a debilitating status effect to their enemy.

ELEMENTAL

Elemental Skills allow the character to change the elements of their attacks as well as boost their resistances to certain elements.

ENEMY

Enemy Skills boost the character's attacks against certain types of enemies, such as demons or birds.

STATUS

Status Skills boost characters overall stats.

JOURNAL

Peek into Emil and Marta's private journal to read a recap of all that has happened in the story thus far. If you ever forget the next objective or lose sight of the story, check the journal to see what Emil and Marta have written.

CURRENT QUEST

The Current Quest screen of the Library is only available during quests supplied by the Katz Guild. Use this menu to remind Emil of his current quest objectives during those long treks through multiple dungeons.

PLAY RECORD

This tracks detailed statistics about your gameplay. Stats tracking monster completion, play time, and battle data are all stored here, along with a number of other interesting tidbits.

SYSTEM

This menu choice allows you to save your game while on the Field Map, load your game anywhere, as well as access the Options menu, where you can adjust system settings for dialogue, display, and audio.

SELECTING YOUR ACTIVE PARTY

Only four party members may be active at once, and as you progress through the game you gain more allies and monsters. To select which ones you want to be active, arrange the characters by selecting a character portrait and exchanging it with someone else. Only the first four character portraits are in your active party.

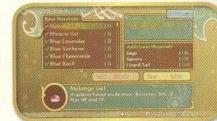
SHOPS

The world around our heroes may be descending into chaos, but the economy is doing just fine. In each town, and even some dungeons, there are shops selling life's necessities, as well as some strange and unique items. At the shops scattered around the world, Emil can buy, sell, and synthesize items through the exchange of Gald. This commodity can be acquired by selling items, defeating monsters, and sometimes by opening treasure chests.

Information about items, including stats and synthesis requirements can all be found through the Shop menus by scrolling over the item. After Emil has made a decision on what to buy, select the item to purchase it. Selling items works in the same way as buying, but instead of the price to pay listed, it is the payment that Emil will receive. It's a good idea to hold onto items throughout Emil's travels, as he may need them later for synthesis, but if Emil is low on cash, he can also sell these items to boost his pocket change.

Synthesizing Items

Synthesizing is basically another way to purchase items, where you provide the materials. Through synthesis, Emil can create some of the most powerful items and weapons that Gald can buy. To synthesize an item, first make sure that Emil has all the correct materials by checking the Additional Materials section in the Synthesize menu. If Emil has all the correct materials, he may create the new item by paying a small fee to the vendor.



BATTLE BASICS

FIELD MAP

Access the Field Map by having Emil travel to the borders of any town or dungeon. Through the Field Map, Emil may quickly travel to other towns or destinations if they are listed on the Locations menu. Which destination Emil may visit depends entirely on where he is in his journey. Descriptions of the destinations are giving on the top Location tab and offer a great tourist's primer to each locale.

From the Field Map, press the + Button to access the Main menu. From there, the game may be saved on the Field Map without the aid of save points.



THE BATTLE BEGINS!

Once Emil encounters an enemy, he is quickly transported to the battlefield. Emil and his party line up on the left side and his foes line up on the right. The four active party members are displayed at the bottom of the screen with their HP and TP displayed. HP is a measure of how much damage each party member can take. Once a party members HP has reached zero, he or she is KO'd and is out for the rest of the fight, unless they are resurrected with an Arte or Life Bottle. If all human party members are KO'd, the game is over. TP is the energy needed to perform complex Artes. Every Arte consumes a certain amount of TP. When a character runs out of TP, it may be replenished through gels or by performing normal attacks.



Battle Menu

During any battle, press the + Button to bring up the Battle menu. From here, you may access several options to customize the fighting experience to your liking. Access the Artes menu to select specific Artes to use in combat. Enter the Strategy menu to change battle formations. From the Equip menu, you may change party members' weapons and armors. Bring up the Item menu to toss out gels and other consumables to party members. Finally, select Escape if you need to leave a battle.



Through the Battle menu, you may also change the party member that you control. Press the C Button, then assign the character you wish to play by selecting them through the bottom row displaying party members.

Movement

Using the Control Stick moves you back and forth through the battlefield. Hold the Z button while moving to enter free-run. While in free run, you can explore the battlefield with full 3D movement. Free-run also allows you to place the character exactly where you want them to be, providing easier dodging and stealthier attacks.

Attacks

When facing more than one foe, use the - Button to switch between enemies. This lets you prioritize which one to attack first.

To attack, get close to the enemy and press the A Button to perform the character's regular attack, which does not consume TP. Characters may also execute different styles of the basic attack. Press the Control Stick down and the A Button to perform a thrust. Press the Control Stick Left/Right and press the A Button to perform sweeps. Hold the Control Stick Up and press the A Button to execute an anti-air attack.

To perform Artes, press the B Button and along with the appropriate direction of the Control Stick.



One of the most powerful attacks in Emil's arsenal is the deadly Unison Attack. Once the Unison Attack gauge, the colored bar under the party members icons, is filled halfway, a Unison Attack can be unleashed by pressing the C Button. If other party members are able, they join in the attack to rain destruction upon the unfortunate enemy.

Guarding

Playing offense may be more fun than defense, but you will quickly discover that being a defensive fighter is key to winning the battle. Hold the Z Button to have your character guard oncoming attacks. Guarding greatly decreases the damage that a character receives, but if they do this for too long their guard will be broken and for a short time they may take more damage than normal.

Ailments

Many attacks inflict Physical or Magical Ailments.

PHYSICAL AILMENTS

Poison	Gradually reduces HP
Paralyze	Occasionally cannot attack
Petrify	Gradually become immobile
Weak	Saps strength from body, reduces HP greatly
Sick	Gradually reduces TP
Sealed Arte	Cannot use Artes
Shock	Easier to be stunned
Sleep	Falls asleep and cannot take actions until hit

MAGICAL AILMENTS

P. ATK Increase/Decrease	Increases or decreases physical attack.
P. DEF Increase/Decrease	Increases or decreases physical defense.
A. ATK Increase/Decrease	Increases or decreases arte attack.
A. DEF Increase/Decrease	Increases or decreases arte defense.
Speed Cast/Cast Delay	Increases or decreases casting speed.
DEX Increase/Decrease	Increases or decreases dexterity.
Speed Increase/Decrease	Increases or decreases movement speed.
Auto-Resurrect	Automatically revives when KO'd

Mystic Artes

Mystic Artes are the coup de grâce when it comes to battles. These attacks require a bit of preparation before they can be performed on the battlefield. Characters must first acquire the Special skill through leveling up and then equip it through the Skills menu. Next, enter a battle and fill the Unison Attack gauge to its maximum capacity, then hold the B button while performing a high spell or arcane arte to execute a Mystic Arte. See the **Artes** chapter of this guide for details.

Battle Results Screen

After every battle, you see the Battle Results screen. It includes how much EXP, Bonus EXP, Gald, and Grade was gained from the previous fight. The Results screen also displays the time taken to complete the battle, as well as the Max Hits.

The Grade score represents how well you did in the battle by adding or subtracting points based on certain actions or goals met. Factors that affect Grade include the time it took to finish the battle, items consumed, max combos, and damage taken. To see a detailed breakdown of how Grade is calculated, press the Z Button while on the Battle Results Screen and access the Grade tab.



Cooking

Through the Cooking menu, any human party member may cook a delicious, or disgusting, meal for any monster in Emil's collection. Feeding delicious meals to your monsters will help increase their stats and even allow them to evolve once they have hit a certain level. To find out which monsters like which foods use the visual cues on the cooking screen. See the **Cooking** chapter of this guide for a complete list of Recipes.



MONSTER EVOLUTION

If a monster is ready to evolve, there will be a small grimacing icon next to its name. To evolve the monster, feed it a meal through the Cooking menu and choose whether or not to evolve it.



KATZ GUILD

In many of the towns, little Katz sets up shop and offers a number of services to Emil. Through the Katz Guild, you may choose the monsters to have in your party, cook food for the monsters, and accept quests.

Party

Inside the Party menu, you can access all of the monsters in Emil's collection and subtract or add monsters to your party. To the right of the monster's name is a symbol with their element so that you may organize the perfect monster party to tackle the foes that stand in your way.

Quests

By accessing the Quests menu, Emil can accept quests to help out the community and its members. Some quests are simple boss fights while others are treacherous dungeon crawls. One thing that all quests have in common is an awesome reward for the successful adventurer. If the party is all KO'd during a quest, it is lost but it's not Game Over. However, once a quest is lost, it may never be replayed.



World Map

- 1 Katz' Village
- 2 Communion Spring
- 3 Temple of Lightning
- 4 Mizuho
- 5 Sybak
- 6 Tower of Salvation
- 7 Altessa's House
- 8 Temple of Earth
- 9 Meltokio
- 10 Temple of Darkness
- 11 Cape Fortress
- 12 Flanoir
- 13 Temple of Ice
- 14 Otherworldly Gate
- 15 Altamira
- 16 Toize Valley Mine
- 17 Camberto Caves
- 18 Izold
- 19 Martel Temple
- 20 Iselia
- 21 Iselia Human Ranch
- 22 Triet
- 23 Triet Ruins
- 24 Hima
- 25 Tower of Mana
- 26 Luin
- 27 Lake Sinoa Cave
- 28 Asgard
- 29 Palmacosta
- 30 Hakonesia Peak
- 31 Dynasty Ruins
- 32 Gladshiem





Chapter 1: World in Discord

Emil wakes up to the distant yet familiar howl of an unknown monster. Emil is filled with déjà vu, but it is so early in the morning that maybe it's just his imagination. It's bright and sunny outside in Luin, but the new day does not comfort Emil. The horrors of the past and the loss of his parents in Palmacosta still haunt him. Emil wonders if he is strong enough to leave the past behind, but there are still so many questions left unanswered. Maybe in time, the past will come into focus and he may understand the reason for the massacre at Palmacosta.



OBJECTIVE 1

Find the Source of the Mysterious Howl



OBJECTIVE 2

Thank the Stranger for his Help



OBJECTIVE 3

Investigate the Lakebed



OBJECTIVE 4

Tell the Man with the Red Hair about Marta



OBJECTIVE 5

Find Marta



OBJECTIVE 6

Save Marta



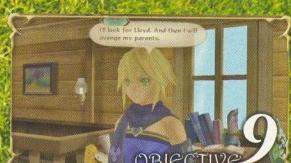
OBJECTIVE 7

Return to Luin



OBJECTIVE 8

Stop Marta and Save Luin



OBJECTIVE 9

Search for Lloyd

CITY OF REBIRTH

Find the Source of the Mysterious Howl

Once Emil is awake, take time to get used to moving around the game world. There is nothing to grab inside Emil's room, so proceed to the main room of the house. Emil once again hears the mysterious howl. Emil's Aunt Flora tells him that monsters have flooded the lakebed and then berates him for being such a miserable nephew. Once she finishes undermining Emil's self-esteem, leave the house through the front door to enter the town of Luin.



A MAN OF THE TOWN

CONTROLLING EMIL

Emil is a man on the move. The truth is that there is actually more than one way to move through the world. Use the Control Stick,

+Control Pad, or Wii Remote to guide Emil on the screen. To use the Wii Remote, simply aim the cursor on the screen and hold the B Button to move him there. The further away the cursor is aimed from Emil, the faster he runs.



THE MENU SCREENS

Press the + Button to access menus and customize almost everything in the game. From here, Emil can access his Artes, Equipment, Items, Strategy, Status, Library, and System menus.

STICKS AND STONES

Many of Luin's citizens are out and about wandering the town and, if Emil wants, he can stop by to say hello. If Emil starts conversing with any of the townspeople, he quickly learns that he may be the most hated person in the world. The citizens of Luin will hurl insult after insult at Emil without remorse. It seems that the citizens despise Emil because he might be connected to the increase in monsters. Another theory is that it's Emil's haircut that garners all this hatred.



Once Emil leaves the steps of his house, he hears the howl once again. This time, he can almost pinpoint its location. The howl seems to be coming from the fountain plaza. Head toward the eastern wooden bridge and cross over into the next area. Next, cross the southern bridge, walk to the fountain plaza, and wait for a cut-scene to begin.

THE MAN WITH THE RED HAIR

Once at the fountain, two local bullies, whose hatred seems to be at a boiling point, corner Emil. The bullies demand that Emil swear his allegiance to Lloyd the Great or else. Whether Emil chooses to stand up to the bullies or not makes little difference, as the bullies can never be satisfied. They push Emil to the ground, but before they can pummel him to dust, a mysterious stranger arrives to scare them off.



Emil has a personal moment and pauses to reflect on the stranger's advice, as well as this man's willingness to stand up for him. He decides that it's probably best to thank the stranger for his kindness.

Thank the Stranger for His Help

COURAGE IS THE MAGIC THAT TURNS DREAMS INTO REALITY

The town of Luin is relatively small, so it will not be hard to locate the red-haired stranger—his dual swords and tall stature should make him quite obvious. Emil can find the red-haired man outside the town's general store and church in front of the local statue.



Talk to the stranger to thank him, and Emil and the red-haired man enter into a deep conversation about courage and what it means to be a man. Once the stranger is done waxing philosophical truths, he will ask Emil whether he is a dog or a man. Emil is stunned into silence. It's up to Emil to determine whether he will grovel like a dog or rise up and become a man.

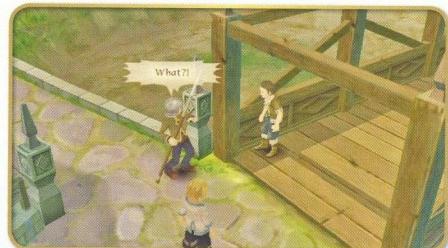


ALL THE WORLD'S A STAGE



This new world is filled with drama, action, and, sometimes even comedy. The characters in *Tales of Symphonia* almost always seem to have something to say about what's going on. During gameplay, when skit pop-ups appear, press the C Button to activate the skits. Oftentimes, these skits merely offer a glimpse into the character's thoughts; but they also may offer meaningful hints or clues within the game.

Leave the area and Emil will hear the distant howl again. It is becoming clearer and seems to emanate from the lakebed. Run to the town bridge next to the Inn and another cut-scene will begin. Emil's Uncle Alba runs in with bad news: new monsters are appearing at the lakebed. Uncle Alba and the town watchman rush into town looking for reinforcements, leaving the bridge unguarded. Take this opportunity to slip out of town unnoticed and head toward the lakebed.

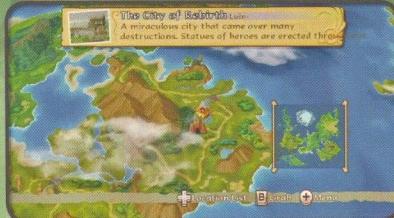


LAKE SINOA

Investigate the Lakebed

INTO THE CAVE

WORLD AT YOUR FINGERTIPS



On the Field Map, Emil can see the entire world laid out before him. Study the world's geography and locate destinations to visit. As of now, only Luin and Lake Sinoa Cave are available.

Select Lake Sinoa Cave from the Field Map for Emil to begin his travels. Once Emil arrives at Lake Sinoa, a massive bear ambushes him. The fight is inescapable; Emil and the bear are transferred to the battlefield.



SWORD, MEET BEAR



It's time for Emil to stop acting like a dog and become a man—or at the least a very manly dog. Get familiar with the combat system by running up to the bear and attacking with a series of combos. Press the A Button for a basic attack; press it repeatedly to perform a combo attack.

Practice combat by slashing the burly bear with Emil's sword. Eventually, Emil is knocked down by the bear's dominating strength—don't worry, this outcome is inevitable. A new unknown ally will jump in to save the day. This female savior knocks back the bear and rescues Emil from certain doom. Emil is now given a second chance to redeem himself and fights the bear once more; this time, however, Emil has a new friend to fight beside him. Work together with Emil's new companion and finish off the bear with a series of combo attacks.



The girl in the Lakebed seems to be experiencing *déjà vu* and thinks Emil is someone she met before. She introduces herself as Marta and then asks for one favor from Emil before taking off again: "If things get dangerous, will you save me again?"



LUIN

Tell the Man with the Red Hair About Marta

BACK TO TOWN

Before returning to Luin, find and open the treasure chest beside the shipwrecked boat; it's to the left of where the bear attacked Emil. After grabbing the **Life Bottle** from the treasure chest, return to the Mayor's house. Head to the town's general store and climb the stairs to reach the Mayor's office. Inside, the Mayor and the red-haired man are talking things over. The red-haired man's name is Richter, and he needs to find Marta as soon as possible. Richter joins Emil's party and the two set off to find Marta.



ALWAYS BE PREPARED



Before taking off with Richter on another adventure, it is extremely important to save your progress at the nearest save point. Save points are scattered all over the world, but Emil can always find one in any inn.

Leave Luin and return to the Lake Sinoa Cave. Instead of just exploring the Lakebed, move further into the lakebed and head toward the cave. Uncle Alba and two watchmen are protecting the caves and refusing to let anyone in. Richter, however, is very persuasive and gains access to the caves for himself and Emil.





LAKE SINOA CAVE

Find Marta

CAVE OF WONDER

Enter the cave with Richter and wait for a Polwigle to attack. Richter walks you through another quick tutorial of the combat system. His advice gives Emil deeper insight into the intricacies of the combat system. Together with Richter, finish off the Polwigle, and prepare to venture deeper into the cave.



THE SKILLED COMBATANT

During this first battle in the cave, Emil can practice some of the more advanced techniques used in combat. After unleashing a combo, Emil must experience a cooldown between attacks, during which he is an easy target for enemy attacks. Use the Z Button to guard against attacks or use the Z Button and Control Stick to enter free roam and run away from the enemy.



Continuing down the path, Emil almost walks into a death trap. A spider drops down from the ceiling and nearly crushes him. Richter gives Emil a lecture on the art of surprising the enemy, and then lets Emil continue into the cave.

ATTACK FROM THE SHADOWS



Emil can usually see his enemies on the playing field before engaging them in battle. If Emil initiates a fight by running into an enemy's back, he may be given an advantage on the battlefield. If Emil gets ambushed from behind, then he may receive a severe handicap on the battlefield. Always be aware of your surroundings when enemies are around and plan out your attacks beforehand.

There is a treasure chest with **300 Gold** to the right of Emil that you can grab before heading straight and through the double doors. Instead, head straight and enter through the double doors. Richter tells Emil to stay put as he goes and investigates what's behind the door. While waiting, Emil hears blood-curdling screams, and he can only assume it's Marta. It's time for Emil to stand up and be a man.



Entering through the double doors, Emil will stumble upon Richter preparing to kill Marta. The two explain that Marta's forehead contains the core of Ratatosk. Marta says that Ratatosk is harmless, but Richter begs to differ. Emil must choose which ally to defend. Either choice will create an opportunity for Marta to escape. Richter will not stand for this disobedience; he calls forth Aqua, a Centurion, to bring down Emil.





Aqua wants Emil out of her sight as soon as possible, so she calls forth a giant turtle to kick Emil out of the room. Emil cannot re-enter the now locked room. Before Emil loses all hope, another talking monster, a Centurion, surprises Emil. Make a pact with Tenebrae, the Centurion, and suddenly the hidden power within Emil is unleashed.



Save Marta

EMIL 2.0

Tenebrae and the new and improved Emil re-enter the room with Aqua. Emil and Tenebrae pick a fight with Aqua and a battle ensues. Practice Emil's newly acquired Base Arte "Demon Fang" and continue to chip away Aqua's health until she is knocked out.



THE ART OF BASE ARTES



The revamped Emil not only looks good, but also packs a much stronger punch. Emil acquired his first Base Arte, Demon Fang. He can use Base Artes by assigning them to the B Button and Control Stick. Base Artes are special abilities that each character can utilize on the battlefield. Be careful though, because Base Artes use up a character's TP. Once the TP gauge is empty, characters can no longer use Artes. TP can be recovered, however; the gauge slowly replenishes when characters attack or win a battle.

Emil knocks out Aqua's servant with the power of Ratatosk and, in doing so, knocks out Aqua. With Aqua down, Tenebrae and Emil can continue on. Enter through the door ahead of Emil and proceed through the next set of double doors. Emil finds that these doors are locked once again. Tenebrae suggests that Emil use the Sorcerer's Ring and explains what it is.

EQUIPPING SKILLS

After fighting Aqua, Emil gains a new skill: Recover. Skills can be equipped through the Skills menu and require SP points from the user. Recover uses only 1 SP point and Emil has 6 SP points available. Equip Recover, then continue searching for Marta.



THE MAGIC OF THE RING



Tenebrae sheds some light on the peculiar ring that appeared on Emil's finger. The Sorcerer's Ring is filled with magical power that can be used to solve many of the puzzles standing before Emil. Use the Z Button to activate the Sorcerer's Ring, then aim with the Wii Remote and fire with A Button. Whenever Emil spots something strange in the world, use the Sorcerer's Ring to investigate it further.

Before moving deeper into the caves, head back to the save point in front of the room where Emil fought Aqua. Head to the right of the save point and continue until Emil reaches a dead end. Look on the wall for some strange moss and use the Sorcerer's Ring on it. The moss becomes engulfed in flames, burning away to expose a hidden switch. Press the switch and travel to the end of the newly opened secret passage. Open the treasure chest and grab the **Mittens** inside it, then return to the room with the locked door.



Leave the locked door behind and continue to the right. Tenebrae and Emil run into a lone imp and Tenebrae has the bright idea to provoke it into a fight. He wants Emil to forge a pact with the imp to gain an ally in his adventure. Follow his advice and the imp will fight alongside Emil. Move further into the cave and Emil encounters a wolf. Fight the wolf and forge another pact. Now Emil fights alongside this team of two.



BEST FRIENDS FOREVER



Emil can recruit the monsters he defeats to fight beside him in future battles. To recruit a monster, Emil must transform the elemental attribute of the battlefield to match that of the monster. He can change the battlefield's elemental status by using Base Artes grounded in that element.

Once the three minor elements change, the major element of the battlefield will change to match that element. If Emil matches the enemy and battlefield elements and then defeats the monster, he may be given a chance to recruit that monster. If Emil forges pacts with new monsters of the same element as old ones, he may strengthen the pact magic of the older monsters.

Continue further into the caves and wipe out any monsters lurking in the darkness. Use the Sorcerer's Ring on the moss covering the far wall to activate the hidden switch.



PRACTICE MAKES PERFECT



Now that Emil can roam freely through the cave, use the opportunity to gain experience by defeating the monsters that roam the area. By gaining experience and leveling up, Emil and his allies become stronger and gain new abilities to use on the battlefield. The enemies only get tougher as time goes on, so Emil must continuously level up to put up a decent fight.

THE POWER OF TEAMWORK

During combat, Emil fills the Unison Attack gauge at the bottom of the screen by landing successful attacks. Once the gauge is half full, Emil can use the C Button to unleash a devastating Unison Attack. Depending on the Elemental Grid, allies may join in Emil's Unison attacks for added damage.



Enter the opened door to the left of Emil and head to the right. Use the Sorcerer's Ring once again on the mossy wall and grab the **Cape** hidden in the treasure chest.



DRESS TO IMPRESS

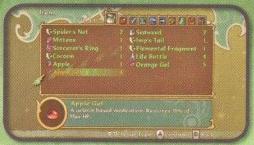


Over the course of his journey, Emil will pick up many equip-able accessories, such as his fancy new cape. Go to the Equipment menu and equip Emil's cape, thus adding bonus points to Emil's physical and magical defenses.

Return to the fork in the road and follow the middle path until it leads Emil to another treasure chest. There will be a monster guarding the chest, but by now these beasts should pose no real threat to Emil or his allies. Grab the **Apple Gel** from the treasure chest and head back to take the final path, which leads deeper into the caves.



APPLE GEL FOR THE INJURED SOUL



Fighting the monsters of the Sinoa Cave can take a lot out of a person. By now, Emil must be hurting a bit from all the scuffles he participated in. To quickly boost his HP during or outside battle, use one of the many items that instantly restore HP. Apple Gel is a great example of an HP-boosting item and it just so happens that Emil is carrying a handful of them at the start of the game.

Eventually Emil runs into Richter, who is badly hurt. Richter is left to bleed out by none other than Lloyd Irving. The wounds are deep but not fatal. Run back to where Aqua fell to get help. Emil can use the double doors directly behind Richter to create a shortcut to Aqua. Aqua is not happy to see Emil, but agrees to help Richter anyway.

Aqua
You're not half bad. Nowhere near as cool as Master Richter, but still.



Return to Richter and check up on him one more time. Aqua will watch over him, allowing Emil to confront Lloyd. Enter the doors beyond Richter and continue up the stairs through the second set of stairs. Inside the room, Marta and Lloyd are duking it out. Emil interrupts the battle and confronts Lloyd about Palmacosta. Lloyd couldn't care less about Palmacosta. Lloyd would rather fight Emil and Marta than get into the rationale behind his villainy. The battle against Lloyd is ultimately futile; he quickly knocks out everyone in the room without even breaking a sweat. While everyone is unconscious, Lloyd steals the Centurion Lumen's Core and disappears.



Return to Luin

COMING HOME EMPTY-HANDED

Everyone wakes up bitterly disappointed that Lloyd stole the Centurion Lumen's Core and escaped without a trace. Attempt to exit through the door you entered after discovering that the door is locked, examine the poster on the wall. Use the Sorcerer's Ring to burn the poster to reveal a switch that opens the door to the left of Emil. Enter the next room, grab the **Bandanna** inside the treasure chest, and leave the cave by ascending the stairs.



Once outside, navigate the fields to reach the bottom of the map and move on to the Field Map. Before leaving the area, however, make sure to open the two treasure chests inside small alcoves on the west and east sides of the map. Inside the chests are a **Red Ribbon** and a **Cocoon**.

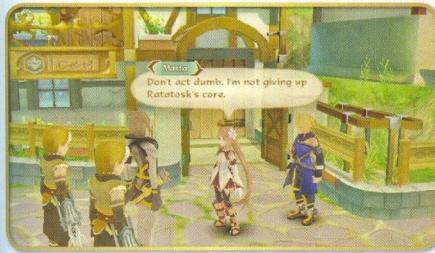


LUIN

Upon returning to Luin, Marta and Tenebrae sit Emil down for a bit of a history lesson and to update him on all that's going on. Emil is ignorant no longer, and now the gang can return to Luin.



Take the time to become reacquainted with Luin and give Tenebrae and Marta a full tour of the town. Once the gang reaches the Mayor's house, they are ambushed by a group of Vanguard members. The Vanguard is looking to reclaim the core of Ratatosk, but Marta is not about to give it up without a fight. Quickly defeat the two Vanguard members and make haste toward the town's fountain.

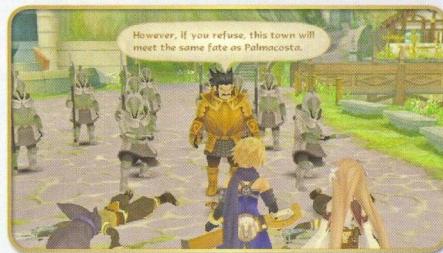


AIR EMIL



Emil's aerobatics can be both impressive and functional. During battles, attack while holding Up on the Control Stick and Emil juggles his enemies in the air. Not only does this look cool, but it's also highly unlikely that any other enemies can hurt him while attacking his enemies from the air.

Once at the fountain, Emil and Marta are cornered by more Vanguard troops. Unexpectedly, another brigade shows up and cuts down the foes. However, this new group is no better than the last bunch. The Church of Martel arrives and their demands are no different than the Vanguard. Emil and Marta escape with the help of Tenebrae, but their getaway will not be a clean one. The Church of Martel plans to burn Luin to the ground if they do not get what they want. Unwilling to let Luin fall to the same fate as Palmacosta, Marta is prepared to sacrifice her life for the town. Emil still hasn't learned how to be a man, so Tenebrae gives him a speech on courage and finally Emil rises to the occasion.





Stop Marta and Save Luin

A CHANCE TO REDEEM YOURSELF

Emil returns to Luin and the intense power from within him begins to take over. Emil disarms the guards around Marta, but is surrounded by the remaining guards and a battle begins. The Church members have heavier attacks than the Vanguard members, but can be defeated with enough persistence.



Boss Battle

MAGNAR

Once the other Church members have fallen, Magnar, the leader of the troops, decides to step in to take Emil down. Luckily, Marta joins the party, so Emil has someone to head him as he mans the front lines. Stay on the offensive, and attack Magnar constantly to build up the Unison Attack gauge. Do not try to juggle Magnar in the air, however. His portly size and massive armor keeps him securely glued to the floor. Aim to run around Magnar and stab him in the back. Keep attacking and blocking while throwing in Unison Attacks and Base Artes, and Magnar eventually falls.



After Magnar is defeated, Emil goes berserk and begins to pummel Magnar to death. Marta's voice frees Emil from his rage and he returns to his normal, wimpy self.



Search for Lloyd

ASSESSING THE DAMAGE

Return to the front of the Inn and talk to the two bullies that pushed Emil earlier. They're not picking fights anymore and run away in fear. Return to Emil's home above the Inn and take a nap in his bed to heal everyone's wounds. Once Emil awakens, go to the Mayor's house to get a status report on the town.



The Mayor asks Emil to find Lloyd for him and, in doing so, maybe help the town understand the attack they endured. Leave the Mayor's house, then head to the edge of town. Exit to the Field Map and Emil will find Tenebrae and Marta, who decided to join him on his quest. It seems they all have one common enemy in Lloyd, so traveling together only makes sense.



Chapter 2: Troubled Heart



OBJECTIVE 1

Search for Clues



OBJECTIVE 2

Find the Chosen One



OBJECTIVE 3

Thank Colette for her Help



OBJECTIVE 4

Investigate the Stone Dais



OBJECTIVE 5

Find the Dragon Tamer



OBJECTIVE 6

Fight the Garuda



OBJECTIVE 7

Talk to Aisha's Brother



OBJECTIVE 8

Perform the Maiden Ritual

ASGARD

Search for Clues

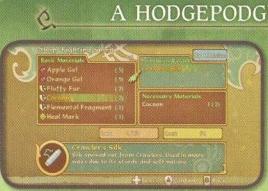
THE WINDY CITY

From the Field Map, head to the city of Asgard. On arrival, the gang immediately notices something strange with the weather. The winds in Asgard are fierce and Emil begins to whine once more. Fortunately, Marta tells him to suck it up and the entire party makes it into town.

Take time to explore the town and visit all the little shops and stands of Asgard. Many of the new stores have items previously inaccessible to Emil. Emil can also visit the small cave in the center of the town to see murals depicting the Spirit of the Wind.



Climb all the stairs and investigate the highest perched home. The wind suddenly picks up and Marta almost gets blown into oblivion. Luckily, Emil catches her and brings her back down to the ground. The two decide it would be safer to seek shelter. Maybe the mural caves will protect them.



A HODGEPODGE OF GOODNESS

Ever wonder why Emil might want to hold onto a cocoon? Turns out he can pick up all the knick-knacks from the battlefield and synthesize them into items he can use. In any store, Emil can access the Synthesize menu to create new items. Enter one of the stores in Asgard and synthesize some Crawler's Silk out of a Cocoon.



THE KATZ GUILD

Perched up on a ledge inside the walls of Asgard is one branch of the powerful Katz Guild, which offers many services to Emil and his party members. The Katz Guild helps Emil organize his monsters, teaches him cooking skills, and offers him quests. Always check in with the Katz Guild to discover all sorts of new tricks.



Return to the west side of Asgard and enter the mural caverns on the lower level. A local citizen tells Emil that the lower caverns are filled, but that he may find shelter above. Head upstairs and enter the upper level caves.



Take the lower path and run toward the iron gates in the center of the town, triggering a cut-scene. Emil will rudely bump into one of Asgard's strangest citizens. After the conversation is over, continue along the lower path to the east side of town.

The wind soon dies down and the gang heads outside. Returning to the center of town, Emil and Marta discover the Vanguard arriving on the scene—this time, led by Alice.



Find the Chosen One

WHILE ALICE ISN'T LOOKING

After watching Alice berate her second-in-command, Hawkie, return to the eastern half of Asgard and enter the second building from the top. Emil and Marta must find the "Chosen One," named Colette, before Alice does.



Once inside the house, Emil and Marta stumble upon Colette and the Mayor in the middle of a conversation. Marta bursts in and begins a tirade against Colette for the destruction she brought to Palmacosta. Marta eventually storms out of the building.



You call yourself the 'Chosen'?! You're nothing more than a coward! How dare you!



Chase after Marta and speak with her to calm her down. Marta finally relaxes and the gang continues with their mission. Heading to the western part of town, the gang runs into a small kid, who is not too happy with the way Marta has been acting. However, before he can really get into it, a strong gust of wind takes him away.

Save the Little Boy

CARRIED AWAY

Chasing after the little boy, Marta discovers him dangling from the cliff's ledge in the western part of town. Marta climbs up to save him, but Alice arrives just in time to ruin everything. Before Emil can help Marta, Hawk comes from behind and picks a fight with the gang. Luckily, Colette surprises everyone and saves both Marta and the kid.



Boss Battle

HAWK

Colette may have saved Marta and the kid from the ledge, but no one is truly safe when Alice and her goons are still around. Luckily, Alice is not looking to get her hands dirty, so the gang deals with Hawk and his ragtag group of monsters. This battle's difficulty is significantly higher than any Emil has faced thus far.

Instead of running in and continuously attacking, carefully execute attacks after the enemies have finished theirs, then run to safety. The first thing to do is eliminate all the monsters by Hawk's side. After that, the number one priority is keeping Marta alive, since she heals the party. If Marta's heals are not sufficient, Emil can toss up some gels to keep the party alive. Continue to attack and use Unison Attacks and Base Artes as often as possible. With enough luck and skill, Emil just might survive this scuffle.



WALKTHROUGH

CHAPTER 2

Thank Colette for Her Help

ALWAYS SAY THANK YOU

Return to the Mayor's house at the top of the hill on the east side of town. After entering the now open Mayor's house, Marta takes the chance to thank Colette. Colette tells Emil and Marta that she still has unfinished business in Asgard, and must investigate the Stone Dais above the town and its connection to the strange weather.



Investigate the Stone Dais

ANY WAY THE WIND BLOWS

ONLY ROOM FOR FOUR

Unit	Name	HP	ATK	DEF
Ante	Ice G. Hatchet	HP: 3,107 / 3,111	ATK: 447 / 444	DEF: 347 / 341
Equip				
Item				
Status				
Strategy	Dragon Tamer	HP: 4,621 / 4,640	ATK: 1,467 / 1,460	DEF: 1,467 / 1,460
Library	Imp	HP: 1,621 / 1,620	ATK: 1,167 / 1,167	DEF: 1,167 / 1,167
System	Wolf	HP: 1,030 / 1,030	ATK: 434 / 431	DEF: 318 / 318
To Do	Ghosts	HP: 2,837 / 2,837	ATK: 1,000 / 1,000	DEF: 711 / 711

Switch Colette with Maccabees

+ Select ⌂ Home ⌂ Back

Now that Colette has joined the team, Emil must make a tough decision as to who gets to fight by his side. By going to the Menu Screen, Emil can highlight any character and swap them in or out of his party. Plan ahead for upcoming battles and choose your party members accordingly. Always remember that variety is the spice of life.

With Colette in the party, head to the western part of the town and enter the opened steel gates in the center of town. Climb the series of stairs and investigate the strange monument on the hilltop. The gang finds nothing strange with the Dais, until all of a sudden a violent bird sweeps in and tries to take out Colette.



Boss Battle

GARUDA

This monster is tough; so tough that it's impossible for anyone to even rustle its feathers. Attack if you like, but there is no way Emil can damage this big bird. Instead of trying to kill the beast, just stay alive as long as possible and eventually the entire gang is kicked back to the base of the hill.



Once at the bottom of the hill, Tenebrae informs everyone what was on top of the hill. Turns out it was a Garuda, and the only way to pass it is with the aid of a winged dragon. Luckily, Colette just happens to know someone in Hima who tames dragons. So, it's off to Hima!



After everyone finishes talking, leave Asgard and trek to Hima, where they hope to find someone who can help them with their Garuda problem.

HIMA

Find the Dragon Tamer

TOWN INFESTATION

The gang arrives in Hima and immediately notices that the place is overrun with monsters. Hima is a small town with only one Inn and one storefront. Unfortunately, the dragon-tamer does not seem to be hanging around Hima. So the gang searches for him near the top of the mountain.



C Aura of the Demonic Realm

WONDER CHEF

Enter the Hima Inn's Lodge and look for a strange rock that looks out of place. While examining the rock, Emil discovers Wonder Chef hidden underneath. To prove that he is indeed who he claims to be, he gives Emil the recipe for a hearty Stew.

SECRET



FIGHT, EAT, SLEEP, AND REPEAT

The town of Hima is the perfect place to level up. The monsters surrounding the Inn constantly respawn. If any party member's health dips too low, the gang can rest up at the Inn. Take the time to gain some experience and Emil may gain some new monster party members.

BY INVITATION ONLY

Sadly, Emil can't take every stray monster he finds on his journey—only four can join his party. That means Emil has tough decisions to make and some monsters will not make the cut. When deciding which ones to keep, remember to think ahead about which monster skills or elements Emil may need.



At the top of the mountain, the gang runs into a massive imp carrying an even bigger knife. There is no outrunning this little demon as the gang instantly transports to the battlefield.

Boss Battle SKIROPHORION

Skirophorion may look intimidating, but in reality, his bark is much worse than his bite. Skirophorion fights just like his smaller brethren, except he has way more HP. Keep the pressure on him by continuously attacking; this wears down his health and prevents the big guy from casting any spells. Keep up the pressure and Skirophorion is slain rather quickly.



Once Skirophorion is down, the gang finally reaches the top of the mountain. A Baby Winged Dragon swoops down and updates the party with what is happening. The Dragon is only a wee baby, but it agrees to help with the Garuda. Once the pow-wow is over, head back to Asgard.



ASGARD

Fight the Garuda

DRAGON WARS

Back in Asgard, Tenebrae has bad news for the group. Their Baby Dragon isn't able to fight the Garuda on her own yet. They will need someone to act as bait so the Baby Dragon may sneak up behind Garuda and spring a surprise attack on him. Thankfully, with a little persuasion, Emil is up to the task.



HUNGRY, HUNGRY MONSTERS

Before heading up the mountain to battle the Garuda, feed your monsters. Emil can buy ingredients from local food stores, cook them at the Katz Guild, and then feed his pets. If Emil can match the right foods with the right monsters, it is possible for them to receive stats boost or even evolve into new and improved creatures.



Enter the steel gate in the center of town to return to the Garuda. At the top of the mountain, Emil has quite the challenge laid out before him. Before signaling the attack, he must dodge the Garuda's own brutal air attacks. Strafe left and right and stand in front of the gaps between the gusts of wind. Shake the Wii Remote and try to collect as many treasure chests as possible. Once the Signal Gauge appears, fill it completely by wildly shaking the Wii Remote.



Boss Battle GARUDA

After giving the signal, a fiery brigade of Baby Dragons sweep in to attack the Garuda. The Dragons destroy the monster's shields, thus beginning the epic battle. Garuda is a tough foe and it takes extreme finesse to overcome it. Have Emil attack the monster with air attacks and make sure Marta is successfully healing the team. Watch out for the Garuda's many sweeping attacks and use Apple Gels to heal party members in dire situations. Replenish Marta's TP with Orange Gels to keep her healing everyone. If Marta can keep the team alive and Emil can land his air attacks, then the Garuda doesn't stand a chance.



Talk to Aisha's Brother

THE POWER OF THE DAIS

Garuda goes down, but doesn't stay down. The winged beast comes back with a devastating attack that knocks the gang back to the bottom of the hill. Tenebra figures that it must be the Stone Dais that enraged the beast, and Colette thinks Aisha's brother could help them with their problem.



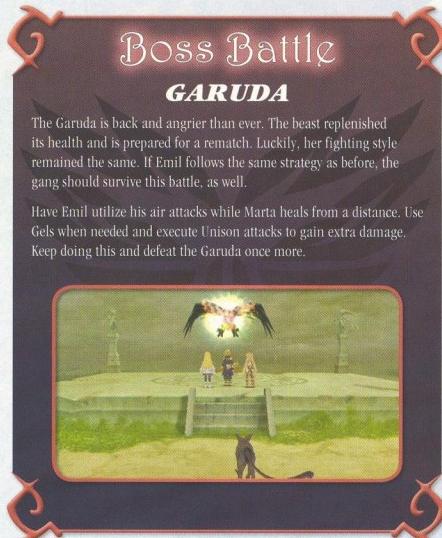
Return to Aisha's house, the one where Emil discovered Colette, and talk to Aisha's brother, Linar. Linar says if someone performs a special ritual at the Dais, they may get access to the facilities under the Dais and figure out what's going on. Marta volunteers for the ritual, but first, everyone needs to rest at the Inn.



Perform the Maiden Ritual

ONE MORE FIGHT

Rest at the Inn and stock up on Apple and Orange Gels. When everyone is ready, head back up to the top of the mountain for round two of the Garuda fight.



THE RITES OF PASSAGE

After the beast is taken care of, Marta begins the complicated ritual of the Dais. When she finishes, a portal appears and the gang can freely transport between Asgard and the Asgard Ruins underground. Head back to the town of Asgard to replenish health and items, then transport to the world beneath the Dais.





RUINS OF ASGARD



OBJECTIVE 1

Investigate the Ruins

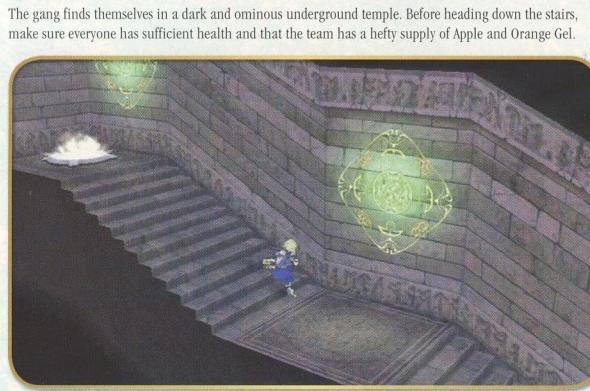


OBJECTIVE 2

Talk to the Mayor

Investigate the Ruins

BELLS IN THE DARK



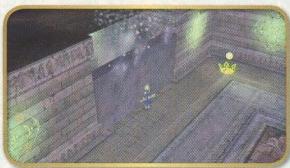
At the bottom of the stairs, take time to notice the bells, as well as the order in which they ring—this knowledge may come in handy later! Head to the northeast chamber of the map.



Examine the device in the center of the room and Emil discovers that the device exudes a strong magical power. Look closely at the device once more and Emil's Sorcerer's Ring will change its elemental power to remove the wind.



Now that Emil has the power of the wind at his fingertips, it's time to test his new ability. Examine the wall to the left of Emil and he discovers a strange abnormality. Use the Ring on the wall and it crumbles before the gang, revealing a new set of bells.



Emil can ring the bells with his the Ring, but he must first determine the correct order. This can be done either with trial and error or by remembering the bells at the beginning of the map... or by reading this: To unlock the secret, ring the bells in the following order: 1,3,2,4.



A SECRET PASSAGE

A secret passage exposes itself after Emil has rung the bells in the proper sequence. Take the stairwell at the north end of the room and descend to the lower floors of the ruins.



This new area of the ruins is filled with even more monsters, so tread lightly. Read the sign directly at the bottom of the stairs and Emil can be sure that there is another puzzle waiting for him in this dungeon. There are three rooms and each one has a door guarded by two golems. You must defeat these golems in a certain order. Fail to do this and, instead of advancing to the next area, a warp will take you back to the first room where the puzzle starts. In each of the three rooms, defeat the golem farthest from you. Be sure to collect the **Sage** and **Poison Charm** beside the second and third golems. If you follow our strategy correctly, you'll fight a fourth golem instead of facing a pink warp point.

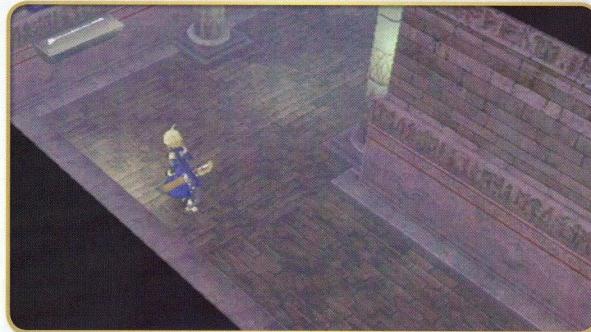


After Emil has eliminated the first three golems, head to the end of the map and defeat the fourth and final one. This golem is not only the toughest, but has also brought a friend along—a vicious manticare, which raises the threat level to new heights! Use Apple Gels if anyone's health gets low and continue to chip away at the monsters. Try to defeat the golems before attacking the manticare. The golems will go down quickest and, with them out of the way, much less damage will be dealt to Emil's allies.

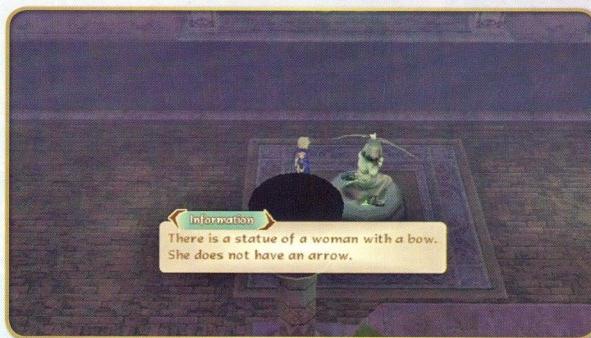


ARMING THE ARCHER

Descend the stairs behind where the golem used to be and enter the next area of the dungeon. Head down the long hallway and grab the arrow resting beneath the plaque.



Search the map as much as you can and pay close attention to all of the directions given by the plaques—they will come in handy very soon. Head to the archer in the center of the map and arm her with the arrow.



Leave the archer and find the control mechanism just south of her. Emil must enter the correct coordinates for the archer to shoot her arrow. If successful, Emil can proceed further into the dungeon or discover some of its treasures. The following table details your options:

Coordinates	Discovery
North, North-west	Treasure chest with a Silk Cloak
South, South-east	Opal
South, South-west	Another plaque
North, North-east	The final plaque
East, South-east	Secret passageway leading further into the dungeon



FIGHTING THE WIND

Cross over the East, South-east passage and Emil discovers that he is not alone in the ruins of Asgard. A curious citizen of the town and a brave member of the Katz Guild have also trekked to furthest reaches of the dungeon. Luckily for Emil, they are still offering to set up shop in these hazardous times. Restock Emil's supplies and take advantage of the Katz Guild's services while you still can; you never know what could be lurking around the next corner, so it's always good to be prepared.

Descend the stairs and enter the last floor of the Ruins. As soon as Emil crosses the lit pathway before him, the double doors on the other side of the map open, unleashing a hurricane force wind. The doors are only open briefly, so Emil must work quickly to pass through. Do not rush while trying to make it through the doors on the first try; instead, take time to learn the map's floor plan and discover all of its goodies. There are two treasure chests along the east side of the map containing a **Seal Charm** and **Ink**.



When you're ready, hit the green strip at the beginning of the map and take the immediate left path, then the second right, the next right, and Emil's left to get back onto the Center aisle. Be careful to dodge the stronger gusts that can knock Emil back, and enter the final chamber of the Asgard Ruins.

A RARE DISCOVERY

Inside the final room, the gang makes the discovery of a lifetime: Ventus' Core, hovering on a pedestal before them. However, before they can grab the core, the fake Sylph descends and attacks the gang.



Boss Battle

SYLPH

The fake Sylph comes equipped with two axe beads that can cause Emil a lot of trouble. Dispatch them as quickly as possible. Once the axe beads are gone, Emil and the gang can start working on the Sylph, which has a variety of attacks at its disposal. It regularly uses its Turbulence and Oracle Attacks. Turbulence attacks the gang with an energy beam that rises from the ground and Oracle is a weak area attack that repels all those around the monster. Both of these can easily be avoided, but the Sylph's melee attacks cause the most damage. Keep the party healed and have Emil use air attacks and Base Artes to weaken the Sylph, then use Unison Attacks once they are ready. When the Sylph's HP is low, it unleashes new attacks that lower the gang's stats, but this is just the Sylph getting desperate. Keep on attacking the big guy and he should go down easily enough.



Marta can now safely grab Ventus' Core. Colette takes a risk in trying to hold onto it, but Tenebrae and Marta are there to stop her before she does any permanent damage. Now that Ventus' Core has been removed, the town of Asgard should return to its peaceful nature. Head back out of the ruins along the same path where Emil came in, but beware of the monsters that still roam the dark corridors.



Talk to the Mayor

FILE THE REPORT

Outside of the ruins, the gang gathers to talk about what's next. Everyone is ready to look for Lloyd, but it seems that Colette has plans of her own. She's leaving the party and searching for Lloyd on her own. Before leaving Asgard, the group decides they should check in with the Mayor.



Return to the Mayor's house at the top of the hill on the east side of town. Talk to the Mayor and he will thank everyone for their valiant actions. Leave the Mayor's place and Colette says her bittersweet goodbyes to the party; maybe someday their paths will cross once more.



WONDER CHEF

Look inside the now-open cavern with the windmills on the west side of town. Examine the coffee cup on the floor and the Wonder Chef will pop up and give Emil a recipe for Grill.

SECRET



For those who are left, the next destination is Palmacosta, where the gang may hopefully find transportation to Lloyd's hometown of Iselia. Head to the Field Map and travel to Hakonesia Peak.



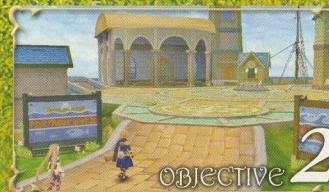


HAKONESIA PEAK



OBJECTIVE 1

Pass Through Hakonesia Peak



OBJECTIVE 2

Find a Path to Iselia



OBJECTIVE 3

Find and Warn Marta



OBJECTIVE 4

Talk to the Governor

Pass Through Hakonesia Peak

A TASTE FOR DANGER

By now, Emil and his party should be leveled up enough to go on a couple quests for the Katz Guild. If you'd like some more experience and some nice rewards, head back to Asgard and accept some quests from the Katz Guild.

WONDER CHEF

Hiding inside a stone fountain is Wonder Chef. Investigate this at the base of the Hakonesia Peak entrance to gain the recipe for a tasty Rice Bowl.

CHANCE ENCOUNTER

The gang enters a small bazaar at Hakonesia Peak and makes the unfortunate discovery that they have once again crossed paths with the sadistic Alice. The Vanguard troops are not looking to capture Marta in Hakonesia Peak, but are instead preparing an ambush for her in Palmacosta.

SECRET



Walk into town and Emil enters a waking nightmare. Marta is able to calm him down, but the pain is still so vivid and real. Take the time to explore the small town and purchase any needed items from the vendors before continuing south toward Palmacosta.



PALMACOSTA

Find a Path to Iselia

WELCOME HOME

The return to Palmacosta is bittersweet as it holds many painful memories of the past for Emil. Once the gang arrives, Marta decides it would be best if they all split up to investigate. Marta heads off in her own direction and leaves Emil with Tenebrae.



Explore Palmacosta and visit the towns on the east and west sides, popping into all of its friendly stores and stands. The shops here have new and rare items that Emil has probably never seen before. Once he has finished searching the entire town, return to the plaza and approach the local church.



SECRET

WONDER CHEF

Enter the house on the east side of town and climb the stairs to its second story. By the coat of armor is an out-of-place briefcase. Inspect it and out pops Wonder Chef! To prove his identity, Wonder Chef bestows Emil with the recipe for his amazing Sandwich.



HUNGRY FOR KNOWLEDGE

Emil's monsters are looking for more than just sandwiches and rice bowls to make them grow. They need knowledge to become better fighters. Head to Marble's shop on the far west side of town and purchase the Undine's Whisper to teach your monsters the First Aid arte.

Item	Quantity
Unicorn's Heart	3
Dragon Scales	2
Flame Seed	2
Ice Crystal	2
Kelp Root	2
Potato	2
Shroomstone	2
Tomato	2
Oreion	2
Lettuce	2
Ball Pepper	2

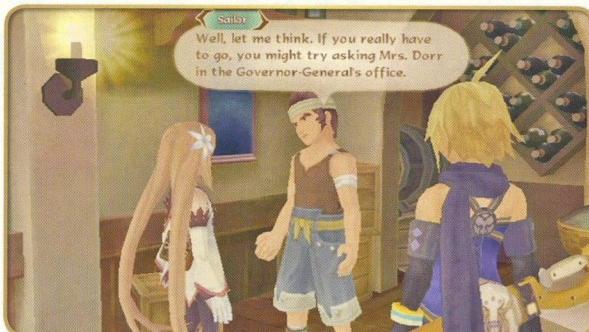
At the church, Richter surprises everyone by bumping into Emil. Richter lets it be known that he is, in fact, a member of the Vanguard. Coincidentally, Alice arrives on the scene to add another Vanguard goon to the mix. Emil realizes how much danger Marta is in, and decides that he must find her before the Vanguard does.



Find and Warn Marta

ALWAYS ON THE RUN

Enter the pub on the west side of town and talk to Marta, who is waiting in the corner. They all agree that their first priority is to escape, but a local fisherman lets them know that doing so will be much harder than they expect. The seas are turbulent, making nautical travel impossible. To consider all of their options, the gang must consult the town's General.



Talk to the Governor

POLITICS AS USUAL

Return to the town center and enter the large building on the left. Talk to Mrs. Dorr, who's waiting on top of the stairs. She tells Marta and Emil that Thomas, the local fisherman, has ventured to the Dynasty Ruins to discover the source of the turbulent seas. If Emil and Marta want to leave for Iselia, they must go to the Dynasty Ruins and expedite Thomas's search.



Leave the Governor's office and Richter ambushes the gang. Emil is able to block Richter's attack, but is struggling to keep Marta safe. A peculiar man arrives on the scene and thwarts Richter's offensive. This name is Zelos Wilder, and he has taken an immediate fondness to Marta. The smooth talker is more than suave as Marta reveals that he is, in fact, the Chosen One of Tethella. When everyone is gone, leave Palmacosta and travel to the Dynasty Ruins.





DYNASTY RUINS



Find Thomas



OBJECTIVE 2

Find Thomas

UNDER THE SEA

As the gang arrives at the Dynasty Ruins, Marta and Tenebrae tell Emil of its connection to the Sylvarae Dynasty. After receiving the history lesson, turn at the first right and change Emil's Sorcerer's Ring element to Light.



Fight through the monsters and open the three treasure chests to grab a **Thunder Cape**, **Lizard Skin**, and **White Mittens**. Equip the new gear and advance up the main stairs.



At the top, the gang discovers an injured Thomas. He should be fine, but they have to get him out of there as soon as possible. However, Alice arrives on the scene to make things difficult for everyone. She's sick of playing around and is now willing to get her hands dirty; she will not be satisfied until both Emil and Marta are dead.



Boss Battle

ALICE

Alice is not alone in this boss battle. By her side are Porthos and Athos, two formidable opponents. If possible, try to eliminate Alice first, because as long as she is alive she will continue to heal her party members.

Alice's element is Ice, so if one of Emil's monsters has any Fire spells, this would be the ideal time to bring them out. Alice is a rather easy enemy to attack, because she tends to focus on casting. As Alice begins to cast, attack her with a melee combo, then finish it with an Arte to cancel her spell.

Once Alice is done for, eliminate her allies one at time. They have a decent amount of HP, but their attacks are not that strong, making them relatively easy opponents.



Zelos arrives next to deliver the final blow. He scares Alice off and then begins to talk to Marta and Emil—mainly Marta, though. Lloyd enters the conversation and a rift forms between the group. Zelos quickly becomes annoyed and grabs Thomas, then leaves the ruins behind.



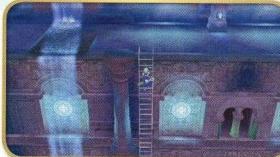
Investigate the Ruins

WATER MAZE

Aim the Sorcerer's Ring at the fish statue attached to the wall and fill it with some Elemental Light. Once one of the fish has been lit up, the doors next to them open up. Walk through the doors to enter a chamber with a serious plumbing problem.



After Marta has finished flirting with Emil, move down the middle stairs until Emil reaches a dead end, then climb the ladder to the top floor. Shoot the fish statue near the top of the ladder with the Light elemental ring, then head to the back of the top floor and change the element of Emil's Sorcerer's Ring to Fire at the device.



Return to the cube that Emil passed on the way up to the pedestal and burn off the cube's moss with his fiery Ring. Once the moss has been incinerated, push the cube off of the ledge.



Information
The moss has burned off.
The box can now be moved.

Return to the magic pedestal and change Emil's Ring element back to Light. Travel back down the stairs and advance to the fish statue on the wall halfway down the upper pathway. Use the Sorcerer Ring on the statue twice more and watch as the path of cascading water changes locations again and again.



Move to the left until Emil cannot proceed any further. Climb down the ladder next to the dangerous waters and descend to the middle pathway. Return to the entrance, then take last set of stairs to descend to the lowest levels of the chamber.



Push the cube at the bottom of the stairs over the ledge and follow it to the far left side of the chamber. Cross over the path it has created and then push over the next cube on the other side of the path.



Follow the second cube to the west side of the chamber and cross over the path it has created to reach two treasure chests. Grab the **2500 Gold** and **Life Bottle** from the chests, then return to the lower path and continue on it until Emil reaches a fork in the road.



First head north and grab the **Long Sword** from the treasure chest, then return to the fork and take the second path by crossing the path that Emil recently created. Turn the corner and follow the path to the ominous dark passage. Grab the **Leather Cape** from the treasure chest and enter through the dark passage.



THE WINDY ROAD

The road ahead of Emil winds this way and that, but luckily there are no more water puzzles. Travel all the way to the left and grab the **Gothic Spinner** from the treasure chest, then continue down the stairs to the third level and get the **Sturdy Bandanna** hidden in the far right of the pathway.



Make your way to the last level and save at the marker. Continue down the final set of stairs and prepare for an intense fight.

Boss Battle MANITOU

Once the gang sets foot on the platform at the bottom of the ruins, everyone can sense that something is amiss. A giant Manitou rises from the underground lake and attacks.

The Manitou has a lot of health, so never let down on your attack to wear down its HP. Keep Marta safe and make sure she has enough TP to continue healing. Watch out for the Manitou's evasive maneuvers, in which it dives underwater and then reappears elsewhere on the platform. Also beware of the Manitou's special attacks, such as the Tidal Bore, which can cause massive area damage. Once these special attacks are over, rush in and assault the Manitou with vicious combos and arts. Keep on attacking and healing and eventually Emil will make sashimi out of the giant whale.



DEATH OF THE BEAST

Now that the dreaded Manitou is defeated, a lot is about to change for the nearby towns. When Emil has a chance, revisit the town of Hakonesia Peak and talk to Koton. He may have some interesting things to say about the situation.



Chapter 3: Footfalls of Tomorrow



OBJECTIVE 1

Investigate Iselia



OBJECTIVE 2

Talk to Lloyd's Father



OBJECTIVE 3

Save Paul



ISELIA

Investigate Iselia

CASTAWAYS

After fighting the vicious Manitou, the gang is transported across the sea and left stranded on a foreign beach. Always looking on the bright side, Tenebrae is at least thankful that no one had to pay for a boat ride. On the beach, the gang runs into a short, strange looking man with an even stranger pet. He tells Emil that they are just south of Iselia. When the Field Map pops up, head straight for Iselia.



We seem to have gotten lost. Could you tell us where we are?

When Emil is done exploring, head toward the house on the west side of town. It should be easy to find since there are a bunch of Lloyd worshiping kids camping out in front of it. The kids are re-enacting a battle between Lloyd and the ancient Desians. Marta fills everyone in on who the Desians are. When the history lesson is over, enter the house next to the gang.



Talk to the man inside, who happens to be the Mayor of the Iselia. He has some valuable information about the ever-elusive Lloyd. The Mayor doesn't know where Lloyd is, but he does know where to find his father—at the Martel Temple, just north of town.

THE BIRTHPLACE OF LLOYD



I'm Paul, Lloyd's number one apprentice. I'm heading out to patrol the haunted ranch. You wanna come with me?

They are greeted by the small yet brave, Paul. Paul is an apprentice of Lloyd, or at least that's what he tells everyone, and he is about to set off on a mission to patrol the haunted ranch outside of town. He asks for assistance, but Emil will have nothing to do with an apprentice of Lloyd.



Mew. This is Iselia. There's not much to do here, but I hope you have a nice time.

After Marta has finished reprimanding Emil for being rude, explore the town of Iselia and get to know the place and its residents. There's a shop in the center of town and a Katz Guild member at the north end of Iselia.

MARTEL TEMPLE

Talk to Lloyd's Father

PILGRIMAGE

Leave Iselia and head north of the town to the Martel Temple. Speak to the bizarre animal blocking your path. The creature isn't that talkative, but Tenebrae is able to start up a conversation and extract a little info. The animal clears the path for the gang; apparently, Tenebrae and the creature now share an inside joke.



Head upstairs and enter the temple proper. Talk to the man facing the wall and the gang discovers that not only is this man Lloyd's father, but that he is also the man they meet on the beach. This short, hairy fellow is named Dirk and has not seen his son in a long time. Dirk is not related to Lloyd by blood, but his love for his son could not be stronger. Dirk must now patiently wait for his son's return.



Leave the Martel Temple. Once outside, the gang meets another citizen of Iselia. This unknown lady is searching for Paul, the apprentice of Lloyd that everyone met earlier. Apparently, the haunted ranch that Paul has left to patrol is filled with danger. The unknown woman is off to save Paul, but she alone may not be enough.



Leave the Martel Temple and return to the town of Iselia, where a strong sense of foreboding evil prevails and a group of parents are nervously ruminating over the danger that Paul has walked into. It turns out that the lady that Emil met outside the Martel Temple is Professor Sage, and she is currently Paul's only hope. Marta convinces Emil to help out Professor Raine Sage. When everyone is done talking, head to the Field Map and then to the Iselia Human Ranch.



BE PREPARED

Load up on supplies in Iselia that will keep your party healed and well equipped as the road ahead is quite dangerous. When everyone is ready, proceed toward the Iselia Human Ranch.

Save Paul

THE ISELIA HUMAN RANCH

Boss Battle

RAVEN

As soon as the gang arrives at the Iselia Human Ranch, they are greeted with an inevitable attack by a massive Raven. This is really more of a mini-boss fight since it's really not that tough. In fact, consider it a preliminary examination that tests whether Emil is ready or not for what lies ahead at the Human Ranch. All the monsters here are about equal, so fight without prejudice and focus on whichever one you like. If the fight is proving too difficult, level Emil up by taking some quests before venturing to the Human Ranch.



After the mini-boss battle, Emil and Marta get into a sentimental chat about Emil's feelings. Apparently, the power of Ratatosk is causing Emil's psyche to split at the seams. Emil is now having even more trouble managing his two personalities.



THE MIST

When the gang arrives at the Human Ranch, they discover that the place is shrouded in an ominous fog. Move further into the mist and Emil feels his Ratatosk sense tingling, letting him know that there are some monsters around. Two Hirsutus jump out of the mist and attack the gang. Slay these monsters, then continue toward the Human Ranch.



Tenebrae is a little embarrassed that he was not able to sense the monsters, but Emil was. Tenebrae explains that it is the Knight of Ratatosk awakening from within Emil that is granting him these new abilities.



THERE'S TREASURE ON THOSE CLIFFS!

Before entering the Human Ranch, head to the east side of the map and jump up the cliffs that are shrouded by the mist. Continue climbing and grab the 3,000 Gald and Melange Gel from the two treasure chests. There are bumble bees guarding the Gald, so be careful.

SECRET



Eliminate the enemies in the Human Ranch courtyard, then start searching for the Card Key on the ground near the boarded up door. Grab the **Card Key 1** and move to the west side of the courtyard, then enter the Human Ranch through the secret trap door in the ground.



UNDERGROUND LAB

Change the element of the Sorcerer's Ring to Blue Lightning at the device, located at the bottom of the ladder. Once the Ring has been transformed, head down the hallway to the next room, where there happens to be a very convenient save point.



Use the Ring on the two conductors located on the west wall—they're the two blue poles sticking up from the ground with striped rings around them. The Ring will power the conductors, thus opening the door between them. Once the door is open, head through and enter the next hallway.





Run all the way down the hallway and enter the door at the end. This large room is flooded, restricting much of its access. Luckily, what Emil needs right now is not resting at the bottom of the flooded room. Move all the way to the back of the room and pick up the **Elevator Key**, hidden behind the pylons.

Leave the sunken chamber and re-enter the outside hallway. Do not go down the hallway, but instead open the door directly to the right of Emil by examining the blue console beside the door. Enter the door and turn on the breaker switch in the back of the room.



YOUR NEW BEST FRIENDS

The two orbs that were once dormant are now glowing bright blue after Emil flicked the breaker box switch. The orb on the left has the extremely helpful ability to fully restore everyone's health instantly. Emil can now level up to his heart's content without having to worry about Apple Gels. The orb on the right offers a storefront for Emil to buy simple necessities, as well as sell some of his extraneous loot. Take advantage of these two orbs as it is uncommon to have these luxuries in such a dangerous dungeon.



THE TRAPS ARE NOW SET

After Emil has reset the breaker box, the traps within the Human Ranch become activated; most notably, the lasers have been turned on. These lasers move throughout the hallway and will cause severe damage to Emil if he hits them.



Maneuver between the lasers and run to the other end of the hallway. Open the door at the entrance of the hallway by examining its lit blue console. Enter the door and grab the **Wind Cape** from the treasure chest in the back of the room.



Return to the room with the save point and examine the two glowing orbs in the center. They will now heal Emil, as well as offer a store for him to buy things. Use the orbs to the fullest, then head north through the upper hallway.



Dodge the lasers and enter the chamber at the end of the hall. Eliminate any monsters in the area, then advance down the hallway to the right. Continue along the pathway and head south until Emil reaches the Ranch's elevator system.



Shoot the conductor with the Sorcerer's Ring to activate the elevator, then move onto its platform. Control the elevator and ride it down to the third level.



Elevator Madness

The gang enters the lower level of the ranch's basement and realizes that they have quite the obstacle in front of them. The room is filled with lifts that are scattered everywhere. There are eight of them, and each has a toggle switch to change its direction. Emil is going to have to use some critical thinking to overcome this obstacle. Here's the solution in 18 steps:



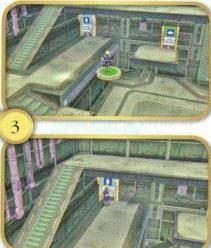
1

Head to the computer console beside the Katz Guild and Item Shop. Press the switch on the console to open a door on a platform above Emil's head.



2

Move to the left and ride the green lift up the higher platform. When the lift has stopped, press the button on the green console to switch the direction of the green lift.



3

Return to the green lift and ride it horizontally to the next platform. Slay the monster on the platform, then flip the switch on the light blue console on the platform.



4



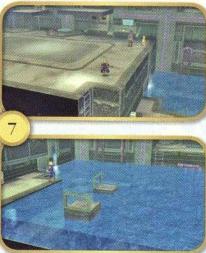
5



6



7



8

Head up the stairs to the left of Emil and ride the light blue lift to the right. Flip the switch on the second left blue console, then ride the same light blue lift down to the lower level.

Activate the third light blue console to make the lift go sideways, then ride the light blue lift sideways to the right.

Leave the light blue lift and examine the small green button directly across from the purple console. Hit the button to close Valve 1 and listen as the water drains down below.

Return to the first floor, by the Katz Guild member, following the previous steps in reverse. Now that most of the water has been drained, head down the ladder across from the Katz Guild. Approach the cube with the handle that's floating in the water, and push it to the other side of this man made lake. Next, push the green button against the wall to further drain the room of its flooding problem.



8

Return to the first green button that closed Valve 1. However, this time, activate the purple console instead. After changing the direction of the purple lift, ride the purple lift down to the lower level.



12

Run along the lower platform toward the computer console and vanquish any foes in the vicinity. Press the button on the computer console to open a door elsewhere and then grab the Flower Petals from the treasure chest to the left.



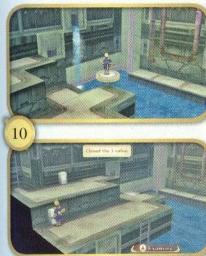
9

Head to the pipes directly across from the white console. Follow them all the way down until Emil reaches another cube. Push it to the other side.



13

Run up the stairs behind the computer console and ride the dark blue lift up. Transfer to the light blue lift, then ride it to a treasure chest and pick up the Pineapple Gel inside. If you would like, Emil can switch the light blue lift to take him to the door above, allowing him to return to a save point and replenish his health. Otherwise, flip the switch to horizontal on the dark blue console and ride the dark blue lift to the right.

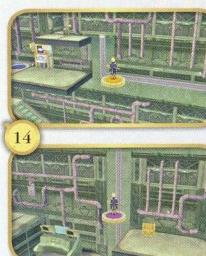


10

Head down the ladder opposite the purple lift and continue to the left toward the white lift. Ride the white lift sideways, then press the green button on the adjacent platform to completely drain the water. Descend the ladder and grab the Scale Gauntlets from the treasure chest, then return to the green button and press it one more time to bring the water back up. Ride the white lift back and return up the ladder to the platform with purple lift and the white console on it.

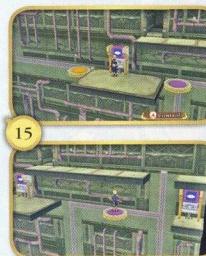


Return to the platform with the white console so that Emil can switch the direction of the lift. Take the ladder back down to the previously pushed cube and ride the white lift all the way up.



14

Activate the golden switch to make the lift horizontal, then ride the golden lift to the right. Walk across the platform, then ride the purple lift down to the lower computer console and use it to open the locked door above.



15

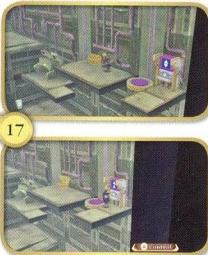
Ride back up the purple lift. At the purple console, change the lift's direction from vertical to horizontal. Get back on the purple lift and ride it to the right.





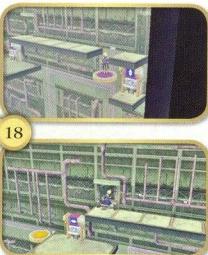
16

Activate the purple console on the right to make the lift vertical again, then ride it down to the lower platforms.



17

Grab the Lizard Skin from the treasure chest to the left, then cross over the lift to the lower purple console and use the console to make the lift go all the way up to the upper level. When the console displays two arrows pointing up, you know you have done it correctly!



18

Ride the purple lift all the way up, then walk all the way to the left along the catwalk and enter the door at the end of the pathway.

Set the Bait

Emil leaves one puzzle behind only to encounter another booby trap set within the Human Ranch. These colored laser beams scattered throughout the hallways could mean instant death for Emil, so someone will have to think of an inventive way to get past them.



Avoid the lasers and follow the hallway to the right. Behind the purple lasers is a cute, but deadly, chimera. Shoot it with the Sorcerer's Ring and it will charge Emil and run through the lasers.

When the chimera breaks through the laser, it disables all the purple lasers in the vicinity. Unfortunately, the lasers do not destroy the chimera, so Emil will have to do that himself.



Move all the way down the hallway and use the Ring to activate the conductor beside the door. When the door is open, head through to the next room.

As soon as Emil enters, two harpies and two ogres ambush him. Slay these beasts, then grab the **Chamomile** from the treasure chest and **Card Key 3** from the upper-left platform.



Return to the previous hallway and get close to the orange laser beams. Shoot the chimera on the other side with the Sorcerer's Ring, then lure him into the laser's path. Dispatch the chimera and grab the **White Mittens** from the treasure chest to the north.



Continue toward the neon green lasers and look for another chimera hidden around the corner. Shoot it with the Sorcerer's Ring and wait for it to attack Emil. Slay the chimera, then power up the door to the north.



Enter the room to the north and grab the **Silver Cloak** in the treasure chest, then move to the back of the room and press the small green switch on the right to open the secret compartment in the wall. Inside is the small but extremely vicious Poison Leech. Attack these little guys with caution. Vanquish the Leeches, then grab the **Card Key 2** laying next to them.



Exit the room and head through the door to the left of Emil. Power up the door at the end of the hall with the Sorcerer's Ring, then enter.



ANY LAST REQUESTS?

Once Emil passes through this final door, it will be too late to do anything else before fighting the boss of the Human Ranch. Take this opportunity to return to the big blue orbs and fill up on supplies and replenish everyone's health.

Inside the room is a save marker and a very frightened Paul. The gang may have found the lost child, but no one is in the clear just yet. Approach to Paul to see just what kind of evil lurks inside the Human Ranch.



Boss Battle GERICHTSLINDE

Not only is Gerichtslinde a mouthful to say, but he's also a pain to fight. The boss comes flanked by two hirsuts. Eliminate these minions as quickly as possible, and then begin working on the big guy.

The Gerichtslinde has a lot of HP, so this battle will be an endurance test for the entire gang. If Emil has any monsters with Wind spells, use them in this fight, as the Gerichtslinde is an Earth element monster. Keep Marta healing throughout the battle and have Emil keep up the offensive. Eventually, the gang will finish off this freakish tree monster and save Paul.

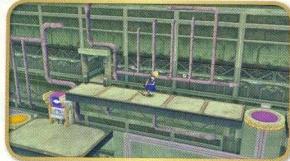


When the battle is over, Emil and Marta check on Paul to make sure he's all right. Professor Sage has also arrived on the scene and is looking after Paul, too. Prof. Raine Sage gives Paul some tough love and then decides to join your party.



TIME TO ESCAPE

Head back to the room with all the elevators, then hop in and head back up to the first level of the basement.



Before leaving the Human Ranch, there are a few secret pickups for Emil to discover. At the top of the elevator, head straight to find a locked door on the upper-right side of the wall.



Heal at the Blue Orb, then continue left through the door toward the room where Emil first activated the lasers. Enter the door at the end of the hallway and Emil discovers that the room is no longer flooded. Head down the stairs and pick up the **White Ribbon** and **Silver Plate** from the two treasure chests at the bottom of the room.



Open the door by pressing the light blue button on the wall, then head to the back of the room by two large computers. Activate the computer on the right and Emil hears running water in the distance. Leave this room and travel to the far left by heading down and then up a flight of stairs.



Before checking on the running water, open the door on the upper-left side of this section by once again pressing the lit blue button. Head through the door and grab the **Silver Spinner** from the treasure chest. Leave this room and head back to the two glowing orbs at the beginning of the level.



**OBJECTIVE 1**

Talk to Raine

**OBJECTIVE 2**

Find Marta

**OBJECTIVE 3**

Talk to Raine Again

Talk to Raine

BACK IN TOWN

Raine takes Paul to his mother's house when the gang arrives in Iselia. Before leaving, though, Raine suggests Emil visit her in the school so they can chat and discuss everything that has happened.

Before rushing off to the school, take some time for yourself and relax. The Human Ranch must have taken a lot out of the gang, so visit the stores and refill on items, rest at the Inn, or treat your monsters at the Katz Guild. When that's done, head to the Iselia school to talk to Raine.



Once inside the school, look for Raine in the main classroom. Raine is not there right now, but the gang discovers walls filled with local children's drawings of Lloyd. The artwork makes it quite obvious how much the town loves Lloyd, and Emil once again is unable to stomach that anyone would respect that murderer.



Raine enters the room and starts to share some of her past, including the back-story of her connection to Lloyd. Raine was Lloyd's teacher and traveled with him for a brief period. Presently, Raine's relationship to Lloyd is a rather complicated one. Emil's quiet rage turns into a full-blown temper tantrum. Marta is overcome with emotions and rushes out of the school.





Find Marta

TIME TO APOLOGIZE

Leave the school and Tenebrae lets Emil know that Marta has fled, but she has not left the town. It turns out that Marta has not gone very far at all. Head south from the school until Emil sees a pond to his left with Marta beside it, solemnly pondering.



Talk to Marta and Emil discovers that Raine is the reason that Marta ran off. Marta cannot stand the way she talks about Lloyd. Emil is able to calm her down and together they decide to talk to Raine again.

Talk to Raine Again

BACK TO SCHOOL

Head back to the school and re-enter the main classroom to talk to Raine once more. The gang discusses more current events and Raine lets Emil and Marta know that Pepe, Colette's neighbor, has recently seen Lloyd and might know where he is.



Talk to Pepe

WHAT PEPE KNOWS

Leave the school and travel to the east side of town; Pepe's house is in the northeast corner of town. He and his wife wait outside their house. Once Emil arrives, talk to Pepe to see what he knows. Pepe tells Emil that he has seen Lloyd flying in a strange contraption toward the Triet Ruins.

Now that Emil and Marta have a destination, they are ready to take off and continue their search for Lloyd. Raine, however, has one last request for Emil and Marta: she would like to join their party and travel with them in their search for Lloyd. Raine is a valuable member to the team, so Emil accepts her with open arms. Once the party is together, head toward the Field Map and then the Triet Ruins.



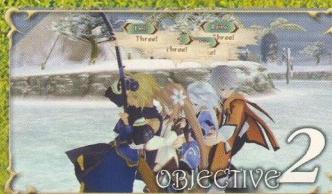


TRIET RUINS



OBJECTIVE 1

Investigate the Ruins



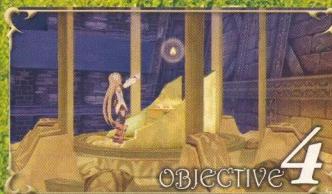
OBJECTIVE 2

Find Food for the Monster



OBJECTIVE 3

Feed the Monster



OBJECTIVE 4

Find the Centurion core

Investigate the Ruins

ICE AGE

The gang arrives and Raine discovers that the Giant Tree has destroyed the ruins that she loved so much. They have been demolished and are now covered with sleet and snow.



Head around the rubble and enter the ruins through the double doors in the back. Once inside, follow the hallway and run toward the little boy in blue.



The kid's name is Genis and he's Raine's little brother. Genis is also on a quest to find Lloyd, which has also brought him to the Triet Ruins. Genis and the gang, however, have hit an insurmountable roadblock in the form of a giant monster.

Tenebrae appears, scaring the pants off of Genis. He also comes up with the brilliant idea that to get the monster to move, all they need to do is feed it.

Tenebrae says that they must feed it freshwater fish and monsters. Raine chimes in saying that the Triet Oasis would be the perfect place to find just the right sort of food. As the gang leaves, Genis decides to join the party.



Find Food for the Monster

LET'S GO FISHING!

Leave the ruins, then return to the Field Map and travel to the town of Triet, another destination that has suffered under the strange weather patterns of the area. Tenebrae pops up to offer his two cents and says that the weather must be the result of another dormant Centurion's core, just like the one that was under Asgard.



Take a left at the fork in the road and head straight for the pier. Once at there, Tenebrae transforms himself into a fishing pole that Emil can then use to catch some fish. Head to one of the many holes in the ice and choose to begin fishing.

Fishing is a challenging task that requires some very quick reflexes. Watch the little fishy in the gauge as it jumps from blue to green to red and back. As soon as the fish is in the green part of the gauge, flick the Wii Remote up as quickly as possible. If your timing is right, Emil makes the catch of the day! Don't worry if Emil doesn't succeed on his first try; he can attempt to catch a fish as often as he wants with no repercussions. Once Emil does succeed, however, he is treated with quite the surprise.



Explore the town of Triet, popping into all of its little shops and its cozy inn, then head north toward the town's oasis.



DIFFERENT HOLES, SAME OUTCOME

Don't worry about picking the wrong hole when it comes to ice fishing. The catch that Emil is about to make is rather large and any hole the line is dropped in is guaranteed to get the same result.

THE BATTLEFIELD IS CHANGING

The addition of Genis to the party signifies a dramatic shift in the style of gameplay that should be utilized. Most battles that came before this point in the game required Emil to hack and slash while having a supportive team heal and assist in attacks. Genis is more complex fighter that will require constant input from you, the player.

Genis has a wide range of magic spells that will grow even stronger over time. Take the time to notice the element of the foe before the party, then try to have Genis cast spells opposite of that element to cause the most damage possible.

Genis should also avoid using spells of the same element as the monster that he's fighting. Doing this will result in significantly lower damage to be dealt or, even worse, may actually heal the monster Genis is fighting.

By now, Genis may not be the only one with special elemental attacks. Check in on your monsters to see if they have any heavy elemental attacks, then try to match those attacks with the appropriate enemies on the battlefield.

Boss Battle

ARCHELON

This large, menacing turtle is actually a bit of a pushover. His shell may offer him solid defenses, but his bite is rather weak. Take this opportunity to test out some of Genis' spells. Archelon is an Ice element monster, so the best attack to use against him would be any Fire attacks. Keep up the assault and the gang will make turtle soup out of this monster in no time flat.



Feed the Monster

HUNGRY, HUNGRY ROADBLOCK

After defeating the Archelon, Emil reluctantly makes a pact with the monster to feed the bigger one in the Triet Ruins. Leave the frozen pond and return to the Triet Ruins to continue the main quest.



DANGER AHEAD!

The Triet Ruins are home to a frightening beast, and you never know if that roadblock of a monster might come back to attack Emil. Save your game and fill up on a healthy amount of supplies at Triet before heading to the Fret Ruins.

Re-enter the ruins and return to the giant organic roadblock. Tenebrae rises to the occasion and takes over the ceremony of bringing forth the Archelon. Give Tenebrae the go ahead and the plan leaps into action, but as a wise man once said, "Even the best laid plans of mice and men often go awry."

The giant monster chases the Archelon, but the creature veers wide and Marta is caught in its path. Marta is knocked to the ground and faces imminent doom. Emil is filled with the power of Ratastok and faces the beast head on. With Emil distracting the beast, everyone is able to escape and make it safely into the next chamber.



A LITTLE PRACTICE BEFORE THE BIG FIGHT

Inside the chamber, monsters roam freely and block many of the paths Emil must take. Do not try to avoid these monsters, but instead fight them all. When they are defeated, wait for them to reappear and fight them one more time. Beyond these chambers are some serious challenges for Emil, so these chambers, with relatively easy foes, are great for leveling up.

The following is a 10-step solution to the next puzzle:



Return to the hallway where Tenebrae fed the monster, then enter the passageway on the right wall.



Grab the stone cube at the end of the pathway and drag it down south and push it over the ledge.



Cross over the stone that Emil just pushed over and light the torch hidden in the wall. A platform on the other side of the chamber will be lowered.



Return to the main hallway and proceed all the way down to the southernmost passageway. Collect the Water Cape from the treasure chest, then enter the maze chamber through the door on the top of the screen.



Head upstairs and onto the platform that was just lowered. Activate the torch on the left and another platform will lower in the northmost chamber.



Head to the northmost part of the maze chamber through the main hallway. Cross the now lowered platform and move on to the next platform to light the third torch.

7



Before returning to the main hallway, head all the way up the stairs next to Emil and push the second movable cube off of its ledge to create a bridge underneath.

8



Enter the center section of the maze chamber, the one the gang first entered after feeding the monster, and take a right at the fork in the road. Grab the Pineapple Gel from the treasure chest to the right, then return to the fork in the road and cross over the movable stones to the newest area of the maze chamber.

9



Light the last torch that's directly in front of Emil. The platform that he's standing on will raise and a magic portal will appear in front of him.

10



Before teleporting, grab the Broadsword, Black Ribbon, and Half Gauntlets from the treasure chests to the left of Emil. Once Emil has his loot, return to the portal and teleport into the unknown.

Find the Centurion Core

A CHAMBER OF SECRETS

After teleporting down into the mysterious temple beneath Triet Ruins, head straight for the large door between the two glowing tridents and open it, then head through the door.



Before going down the stairs, move to the upper catwalk and grab the **Stone Block** from the treasure chest above, then proceed all the way down the lower shrine.



A GOOD PLACE TO SAVE

The Centurion core is just ahead, but it can almost be guaranteed that obtaining it will not be a simple smash and grab. There are always extreme hazards at these pivotal moments, so save here and prepare for the worst.

At the bottom of the stairs, the gang discovers Ignis' Core. Raine goes into "ruin mode" and gushes over its beauty. Marta eventually steps up to the challenge and adds the core to her expanding collection. However, before everyone can make a clean getaway, Lloyd arrives to crash the party.

Lloyd keeps his motives a mystery and does not divulge any information

to Raine or Genis, then cowardly makes his escape. Before the gang can follow him, the same monster plummets to the ground and once again blocks their path. He must be hungry for more.



Boss Battle

BARTEK

The Bartek is tough—extremely tough. This boss battle truly tests Emil's battle skills and will require all of his previous experience, as well as some new tricks to survive. As with all boss battles, quickly work on eliminating the smaller monsters first. In this case, that means defeating the three jabbers right away. When fighting the jabbers, the Bartek will almost always be in Emil's way. Try to block as many attacks as possible to build up the Unison Gauge, then use Unison Attacks to take out the jabbers.

When it's time to take down the mighty Bartek, you'll need a heavy dose of teamwork to get the job done. The ideal party would have Genis constantly casting Water spells upon Bartek while Marta heals Emil and another heavy hitter, whichever monster in your party has the most HP, as they chip away at Bartek's vast reserve of HP.

If having two casters is causing party members to die too quickly, use a party that includes Marta, Emil, and two monsters with a lot of HP. Have the two monsters and Emil attack while Marta heals. If Marta is not healing quickly enough, have Emil pass out the Apple Gels when necessary. With enough skill and a little luck, the gang will vanquish the Bartek.



After this battle, the gang seems even more resolute on beating Lloyd to the rest of the Centurion core. Before leaving the ruins, grab **Lloyd's Mask 2**, which lies directly behind Emil.



HOT, HOT, HOT!

Emil can now add the power of Ignis to his fearsome Havoc Strike through the Skills Menu. This skill adds the element of Fire to his attack, which is devastating to all Ice creatures.

Have Emil fight his way back to the entrance of the Triet Ruins; after Bartek, these enemies are now a walk in the park. At the entrance to the ruins, the gang hears the distant sound of a Rheaird. Lloyd is using the Rheaird to make his escape; Emil will have to hurry if he wants to beat him to the next destination. When everyone is done talking, leave the Triet Ruins behind.



Once outside, Raine gives the locations of all the other Summon Spirits, which should also be the same locations as the Centurion cores, to Emil and Marta. With the Centurion cores now marked on the map, it's time for Emil and the gang to head toward their next destination. When ready, return to the Field Map and proceed to Izoold.



Chapter 4: Light and Darkness



OBJECTIVE 1

Head to Izoold



OBJECTIVE 2

Find the Source of the Smell



OBJECTIVE 3

Find a Boat at the Harbor



OBJECTIVE 4

Find the Arsonist



OBJECTIVE 5

Talk to Berg

THE ROAD TO IZOOLD

Head to Izoold

DRAGON CROSSINGS

Emil knew that the road ahead would be a bumpy one, but he never imagined just how bumpy, or scary... or filled with sharp teeth and fire breath it would actually be. On the way to Izoold, Emil makes the first unpleasant discovery by running into Richter along the path. However, before Richter and Emil can get into a deep conversation, Emil turns to find a jabber behind him. Emil is on his own for this battle, but still this only a measly beast. Eliminate the beast to continue talking to Richter.



Boss Battle SCHIZOS

It turns out that the jabber had a friend and that friend is not too happy about what Emil just did. A Schizos comes from behind Emil and begins to attack. Luckily, Emil is not alone in fighting this boss, as he has Richter by his side. Configure Richter's artes to have him cast heat when needed and nothing else. The Schizos is a Wind element monster, and sadly, no one has an Ice attack.

Have both Richter and Emil attack the Schizos directly to chip away at its impressive 14,385 HP. Whenever the Schizos begins to turn or jump into the air, be sure to block as these attacks can take a good chunk of Emil and Richter's health. Keep blocking, healing, and attacking until the monster is slain.



After the battle, Emil and Richter meet the Schizos's baby. Richter wants to run his blade through it, but Emil steps in to save the little critter. Richter and Emil still cannot seem to see eye-to-eye on anything. Richter leaves in disgust and Emil returns to his party and together they leave for Izoold.



Find a Boat at the Harbor

NO FREE RIDES

Continue down the docks to the left and talk to the sailor who is waiting patiently by his boat. Emil discovers that all the boats in Izoold are under lock down, due to the possibility of the escaped prisoner sneaking on as a stowaway. The fisherman points out how it's a little fishy that Emil is in such a hurry. This sends Emil into raging Ratatosk mode over the false accusation. Eventually, Emil calms down and the gang is able to get its priorities straight. If they ever want to get a boat ride, they will have to work with the town and solve the mystery of the arsonist.

IZOOLD

Find the Source of the Smell

A FISHY ODOR

When the gang arrives in Izoold, they are greeted by the strangest odor; some say it smells like fish, others say it smells like something burning, and some say it smells like burning fish... also known as Raine's cooking.



Before traveling all over town to find the source of the smell, take the time to rest and save at the Inn just north of the entrance to Izoold. Once everyone has rested, head to the east side of the town and proceed toward the southern docks.



REPEAT OFFENDER



At the southern docks, Emil discovers the source of the awful smell. Some arsonist has set half of Izoold ablaze and now all that's left are the burnt remnants of a once thriving fishing community. The fisherman at the docks says that the arsonist is a repeat offender who must have broken out of jail to commit the crime.

Find the Arsonist

P.I. FOR HIRE

WONDER CHEF

Before leaving to find the arsonist, venture across the docks and onto the boat on the east side. Move to the bow of the boat and examine the red fish on the ground. Upon closer inspection, Wonder Chef pops up and gives Emil the amazing recipe for Sashimi.



SECRET

Leave the docks and head north until Emil is along the ridge of the mountain that forms the town's border. Follow the ridge to the right and talk to the guard posted outside the prison door. Emil discovers that the prisoner inside has not escaped at all, and is still in his cell. The prison guard even grants Emil access to the prison to prove that the arsonist is there.



Talk to the prisoner, still locked up in his cell. His name is Regal Bryant, and Genis and Raine seem to know him quite well. Regal previously traveled with Genis and Raine on the journey of world regeneration.

Regal is embarrassed to have them see him in this condition and he just can't quite seem to explain exactly why he is in this predicament. Genis and Raine vow to prove his innocence and Regal tells them that a man named Berg could vouch for his good name; Berg, however, is currently knocked out cold from too much smoke inhalation.



Talk to Berg

NOT SAYING MUCH

Marta feels like it's worth a shot to talk to Berg, so leave the jail and return to the west side of town. Enter the house to the right of the Katz Guild to discover Berg laying on what could be his deathbed. When you try to talk to sick man, Raine discovers that it was probably a light-frog that has poisoned dear old Berg. Tenebrae takes the time to explain the complexities of the light-frog in great detail, but what it boils down to is that the gang must find some Rosemary to counter the poison flowing through Berg's veins. Raine believes they may be able to find some in the Camberto Caves, but the chances are remote.



Load up on supplies in Izold, then return to the Field Map and journey to the Camberto Caves.

A CHANCE ENCOUNTER WITH WONDER CHEF... AND ALICE!

Wonder Chef usually reaches Emil's destinations before him, and then hides somewhere and waits to be discovered, but sometimes Wonder Chef visits places that Emil has already left behind. Instead of heading to the Camberto Caves, return to Iselia and head to the Mayor's house, where the gang runs into Alice.

Luckily, Alice doesn't have time for Emil and Martmart, so instead she takes off to go look for Hawk. An old acquaintance of Alice's is also on the scene and reveals that Alice is actually half-elf.

After meeting Alice, enter the Mayor's house and examine the toy boat on the far wall. Emil will discover Wonder Chef, who then gives him the delicious recipe for Soup.



SECRET





CAMBERTO CAVES



OBJECTIVE 1

Find Some Rosemary



OBJECTIVE 2

Provide the Rosemary with Sunlight



OBJECTIVE 3

Return to Izold

Find Some Rosemary

A FUNGUS EMPORIUM

The gang arrives at the Camberto Caves and enters a world filled with strange wildlife, flourishing vegetation, and thriving fungi. The gang does not find any Rosemary, though, and must venture further into the caves if they want to help Berg. Raine gives the gang a little pep talk and with a renewed purpose, they're off.



FIERY FUNGI

Littered throughout the Camberto Caves are fungi pods holding secret ingredients that can be used in Emil's cooking. Use the Sorcerer's Ring to set fire to these fungi, then discover what special treats they have hidden under them.



DEATHCAPS



By now it's likely that Emil has had to fight some of the cave's hostile wildlife. As you have noticed, this place is filled with deadly

mushrooms trying to make sure Emil does not travel further into the stony corridors. These mushrooms are no tougher than other monsters, but some fungi have the natural power to poison Emil, and his friends, with their powerful toxins. When this happens, make sure you have plenty of Poison Bottles to counteract the toxins when someone is infected.

Leave the island with the treasure chest and return to the cave entrance. Head straight across the bridge (the one opposite the cave entrance) to the island with the large tree on it. Continue along the path to the left until Emil reaches a dead end. Before moving onto the next step, take the time to burn the five small mushrooms around Emil and collect all the little treasures they leave behind.



Emil has reached a dead end and still found no Rosemary. To continue further into the caves, use some clever thinking to create a new path. Use the Sorcerer's Ring on the giant mushroom just north of Emil. The mushroom's cap will fall and create a bridge. That's the good news; the bad news is that out of the mushroom, jumps a giant Gamelion!



Boss Battle GAMELION

It's rather insulting to other bosses to call the Gamelion a boss, but he is a unique enemy nonetheless and shall be called a boss. What all this means is that the Gamelion is ridiculously easy and shouldn't pose a threat to Emil at all. The big softy has only 2027 HP and should go down after a short assault combined with a Unison Attack. Relish this victory, because the next boss battle will not be as forgiving.



With the Gamelion out of the way, Emil can cross the big mushroom. Head to the right to find more fungi to light up or just proceed left until Emil discovers another device. Change the Sorcerer's Ring's element at the device, then continue through the dark passageway into the next section of the caves.



PETAL PUSHING

The next section of the caves is not as easy to traverse as the last. A river cuts this cave in half, and no one in the gang brought a swimsuit. Emil is going to have to manipulate the flowers and currents of the river to get his team to the other side.



Follow these 13 steps to solve the puzzle:



Follow the path to the left along the cave wall. Do not go up to the wooden plank just yet, but instead use the Sorcerer's Ring on the orange lily pad in the water.



After speeding up the current, head up the incline next to Emil and walk to the end of the wooden plank. Use the Sorcerer's Ring on the flower bud at the end of the plank. It will bloom and fall into the river.



Follow the flower in the river until it gets stuck between two islands, then use the flower to cross over to the other side.



Run along the island until Emil reaches another dead end. Look for the orange lily pad in the middle of the river and use the Sorcerer's Ring on it to create another current.



After activating a second current, return to the wooden plank where the flower bud was. Another flower bud has appeared, giving Emil the opportunity to create another bridge. Use the Sorcerer's Ring once more on the flower bud to drop it into the river.



Follow the flower bud down the river until it makes a bridge for Emil to cross. Cross that bridge and follow the path until it leads Emil to a small purple flower.



Use the Sorcerer's Ring on the purple flower and it will magically blossom. Having these purple flowers blossom also seems to affect the movable platforms in the river, as a platform drifts toward Emil and creates a bridge for him to cross.



Cross the new bridge and head all the way to the right to find a treasure chest. Collect the Demonic Spinner from inside, then return to the old area by re-crossing the bridge that Emil took to get there.



Use the Sorcerer's Ring on the flower to the left of the flower that Emil shot last. Once he activates the new flower, the platform will drift downstream and create a new bridge.

Cross the bridge and follow its path to a dead end, then use the Sorcerer's Ring on the flower to the right. Cross the platform that drifts downstream to the small island in the river.

From the small island, use the Sorcerer's Ring on the closest flower and cross over the platform that it brings to Emil.

12



Use the Sorcerer's Ring on the flower directly in front of Emil and the second to last platform floats into place. By now, you know the drill: cross the new platform to reach the next island.

13



It's almost over. Use the Sorcerer's Ring one last time on the flower to the left of Emil and the final platform will drift into place. Cross the platform and grab the **Mystic Cloak** from the treasure chest just beneath Emil, then enter through the dark passageway on the right.

SHINE A LIGHT



Emil no longer has to worry about floating platforms and flower switches, but he still has yet to find some Rosemary for Berg. Follow the middle path through the cave's ponds, then follow the switchback down to discover some **Battle Gauntlets** in a hidden treasure chest.



Different Kinds

Return up the switchback and continue to the west side of the cave. Keep moving westward until Emil pops up in a new, yet familiar, area. Change the Sorcerer's Ring element to Light at the device, then head all the way back to where Emil grabbed the **Mystic Cloak** and there were entrances to two different caves.



Enter the cave on the left this time. Continue down the path and take a right at the fork in the road. Slay the monster blocking the path, then move to the northeastern section of the map. Emil cannot give up the search, even though he seems to be losing all hope.



A GOOD TIME TO SAVE

Take this opportunity to save at the save point. Up ahead are some serious monsters that are much tougher than the little mushrooms at the beginning of the cave.

In the northeastern part of the cave, the gang finally discovers the elusive Rosemary plant that they have been searching for! Of course, nothing is ever as easy as it seems to be, and the Rosemary plant requires sunlight to grow properly.



Provide the Rosemary with Sunlight

If you've been following this guide carefully, pat yourself on the back—you are always prepared. The device, which Emil went out of his way for, has already changed the Sorcerer's Ring to Light element, allowing him to fix their Rosemary problem without backtracking. Use the Ring on the Rosemary and the flower will bloom right before your eyes. Unfortunately, out of the Rosemary comes a particularly toxic looking mushroom that attacks the gang.



Return to Izold

A SHORTCUT THROUGH THE CAVES

Once the Amanita is dead, Emil grabs Rosemary and the team's spirits are lifted because now they can save both Berg and Regal. It's time to leave the Camberto Caves behind and return to Izold. Luckily, there's a shortcut Emil can take so he doesn't have to ride the moving platforms again.



Boss Battle AMANITA

This massive purple mushroom is no pushover. Even worse, it has brought along its friends: two Macroids and two Stinkhorns. Like all boss fights, work on eliminating the smaller enemies first, then focus everyone's attacks on the main boss.

The Amanita has 12,660 HP, which is not exactly high for a boss, but being able to vanquish the Amanita in time before Emil and his party members drop dead will take time due to the four mushrooms flanking the Amanita. Another problem with this boss is that he and his goons are capable of poisoning your team. Make sure to have Poison Bottles at the ready, and it's also a very good idea to have either Marta or Raine casting recover to get rid of the ailment.

As for the offensive side of the battle, have Emil hack and slash with melee attacks and his favorite arts. Bring another monster along with plenty of HP so that someone else besides Emil can soak up most of the damage. As for the last two party members, have both Marta and Raine cast Heal and Recover for their party members and cast Photon on the Amanita as his weakness is Light magic. Eventually, all the mushrooms will perish and Emil can grab the Rosemary for Berg.



Return to the area where Emil changed his Sorcerer's Ring element to Light. Head past the device and toward the drawbridge. Slay the monster guarding the bridge, then step on the button that controls the bridge.



After the bridge has dropped down, cross it and follow the path all the way south until Emil has left the caves. Once on the Field Map, return to Izold.



IZOOLD



OBJECTIVE 1

Heal Berg with the Rosemary



OBJECTIVE 2

Talk to Regal



OBJECTIVE 3

Search the Burn Sites for Clues



OBJECTIVE 4

Talk to Berg about Seafood Gels



OBJECTIVE 5

Help Berg Make the Seafood Gels

Heal Berg with the Rosemary

DOCTOR EMIL TO THE RESCUE



Head straight to Berg's house after arriving in Izoold; Berg is slowly wasting away, so time is of the essence. Once the Rosemary is administered to Berg, he makes a miraculous and immediate recovery and is completely healed. Berg tells the story of Regal's innocence and promises to tell the jailor the story as soon as possible. Berg also reveals that the light-frog has been causing all of the fires.



Talk to Regal

THE TRUTH WILL SET YOU FREE

Go to the jail and check in on Regal. The jailor has set him free, but he has lost the key to Regal's handcuffs. Luckily, Emil will not have to go on a fetch quest to free Regal. Regal simply uses his superhuman strength and breaks free from the shackles.



Regal promises to send some new cuffs to the jailor and then tells Emil how he would like to change his clothes before they discuss anything further. Regal is going to take quite some time to get dressed, so use this opportunity to visit the store in Izold and talk to the Katz Guild. Regal is probably still not ready, so return to the jail to find Berg waiting outside. Talk to him to learn more about the fires and the mysterious light-frog.



After talking to Berg, return to the west side of town and speak with Regal, who should be waiting next to the Katz Guild. Regal is in his snazzy dress suit and ready to chat about current events. After filling Regal in on everything about Lloyd, Regal informs the gang that apparently Lloyd is heading to Flanoir. Regal wants to help and joins the party. After everyone is done talking, head back to the docks to catch a boat to Flanoir.



Emil's conscience begins to bug him as they board the boat to Flanoir. He's worried about the frog attacking the town again while they're gone. Raine's pep talk from earlier has persuaded Emil to stay behind and fight the good fight before taking off after Lloyd. Raine and Genis decide to go off to Flanoir to scout ahead while everyone else stays behind to fight the light-frog. After Raine and Genis have left, Regal suggests that they revisit all of the fire sites in town to search for clues.



Search the Burn Sites for Clues

FIRESTARTER

Investigate every inch of town to find all of the burn sites and search for clues. The burn sites should be easy to spot by the charred remains that surround them.

BURN SITES

1



Talk to the sailor by the boat on the east side of the docks.

2



Talk to the merchant to the left of the Izold Inn.

3



Talk to the kid that waits to the left of the house on the docks.

4



Talk to Berg, who is waiting on the shore in front of the Katz Guild.

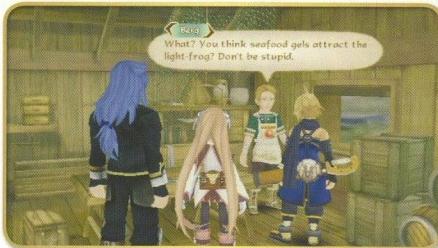
Once all the burn sites have been investigated, the gang meets up at the beach to discuss their findings. Emil comes up with the improbable discovery that it is seafood gels that connects all the burn sites. It's a bizarre notion, but it's their only lead and they must follow through with it.



Talk to Berg About Seafood Gels

FOOD FOR THOUGHT

Return to Berg's house and talk to him. He has his back turned and is standing in the corner. Berg seems a little skeptical that the seafood gels are causing the frog to appear, but after Emil goes crazy, he's more willing to help make Emil one. However, he is fresh out of ingredients at the moment. Emil will have to travel back to Triet and go fishing for jellyfish if he wants to get some seafood gels from Berg.



Help Berg Make the Seafood Gel

GROUP FISHING TRIP

Return to the Triet fishing site and use Tenebrae once more to go fishing. Pick any spot on the ice and fish just like last time. If successful, Emil will pick up some jellyfish for Berg.



Return to Izould and give Berg the jellyfish. Berg begins cooking immediately and agrees to meet the gang at the harbor once he's done. Leave Berg's house and head toward the docks. Walk up to the fish pile and Berg arrives on the scene to supply the seafood gels.

It turns out that Regal is not the only one who finds the seafood gels delectable. The light-frog hops onto the gels and begins to grow. Now is the chance for Emil to live up to his promise and rid the town of the light-frog once and for all.



Return to Izould and give Berg the jellyfish. Berg begins cooking immediately and agrees to meet the gang at the harbor once he's done.

Leave Berg's house and head toward the docks. Walk up to the fish pile and Berg arrives on the scene to supply the seafood gels.



Boss Battle

NAZDROVIE/LIGHT-FROG

The Nazdrovie is mainly an melee frog and comes at Emil with his fist of fury. Between punches, though, the frog may unleash its Solar Blast, which can inflict weak upon any of your teammates. When this happens, have Marta cast recover or use a Weak Bottle to heal the ally of their affliction.

To fight the Nazdrovie, simply use melee attacks and block it until the Unison Gauge is filled, then have Emil unleash some of his dark Artes upon the Nazdrovie. The Nazdrovie is a Light element monster, so Emil's Devil's Maw has the potential to provide a seriously fatal blow. Do this a couple times and the Nazdrovie will go down soon enough.



Emil, Marta, and Regal have now rid the town of its plight and exposed the source of its cause. The gang gives Berg some words of wisdom, and then decides that best is if they set off for Flanoir as soon as possible. Return to the sailor who took Raine and Genis away, and catch a ride with him to Flanoir.





FLANOIR



Investigate the Massacre

OBJECTIVE 1



Help the People of the Town

OBJECTIVE 2

Investigate the Massacre

THE WAKE OF SLAUGHTER

The gang arrives to discover Flanoir in a horrifying state. Many of the citizens are either dead or dying. Emil tries to save one of the citizens, who tries to warn them about Lloyd. Before the dying man can say anything more, his wounds get the best of him and he fades away. Emil must now search the town to get to the bottom of this terrible crime.



Explore the town and pop into all of its tiny shops. Many of the citizens are perishing in the streets, but that doesn't mean that the town economy should die, too. The town inn and stores are still open for business. When Emil is ready to dig deeper into the town's mysterious slaughter, head to the east side of the town.

On the east side of the town, Emil meets up with Regal and Marta. Regal is still having trouble wrapping his head around the fact that Lloyd could do such terrible things. Emil flips out and throws a tantrum trying to explain just how evil Lloyd is.

SPEAK OF THE DEVIL

While Emil is busy yelling, everyone else is paying attention to the man in red that just appeared. Lloyd is still in Flanoir and is slowly walking away from the gang. Regal tries to appeal to Lloyd's kinder side, but finds that he is only filled with cruelty. Regal is now more determined to join Emil's party and understand the root of Lloyd's transformation.



WONDER CHEF

Look for a strange stool in the corner of the church. Examine it closely to discover Wonder Chef. To prove that he's the real deal, he gives Emil the savory recipe for his Gratin.

SECRET

Look for a strange stool in the corner of the church. Examine it closely to discover Wonder Chef. To prove that he's the real deal, he gives Emil the savory recipe for his Gratin.



Help the People of the City

NOW TO THE TASK AT HAND

A HELPING HAND

The gang decides to split up and help in different parts of the town; Emil has been assigned to the church. On the way there, stop and talk to Regal at the top of the stairs. In an act of extreme selflessness, Regal has given up his dress clothes to provide warmth to the injured and has put his prison garb back on.



Once the stranger leaves, a local townsman enters and asks for a hand in helping carry the injured. Emil agrees to help. After everything is said and done, the entire gang reconvenes at the town's center. Regal points out that no one has run into Raine and Genis and how they should have definitely made it to Flanoir before them. Tenebrae, never one to be distracted from the main objective, reminds everyone what the true mission is and says that they should worry about Raine and Genis later.



THE SMELL OF LOVE?

Continue up the stairs and enter the church through its ornate double doors. Inside, Emil finds no one in need of medical attention, but encounters someone who may need a psychiatric evaluation. He's a very peculiar man, who is praying for his loved one to love him back. The stench is coming from the man and is apparently a love potion called "Eau de Seduction." The man confuses Emil's interest for affection, but before things get too weird, the stranger offers Emil a sample of "Eau de Seduction" and then leaves the church.



Head to the entrance of Flanoir and Emil is stopped by one of the locals. The helpful citizen gives Emil a **Water Spider** as a parting gift. Although this item was useless to the man, it hopefully will be more beneficial to Emil. After accepting the gift, leave Flanoir and head to the Temple of Ice to look for the Centurion core.





TEMPLE OF ICE



OBJECTIVE 1

Talk to the Accessory Seller



OBJECTIVE 2



OBJECTIVE 3

Rescue Marta



OBJECTIVE 4

Escape the Temple of Ice



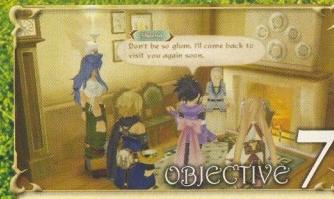
OBJECTIVE 5

Find Sheena



OBJECTIVE 6

Return to Flanoir



OBJECTIVE 7

Talk to the Shopkeeper



A SECOND TOO LATE

Emil, Marta, and Regal discover that Raine and Genis have already beaten them to the Temple of Ice. Run to them to get an update on what they've been up to. Emil delivers the bad news about Flanoir, then Genis steps in to provide some bad news of her own. An accessory seller has stolen the Centurion core and is not looking to part with it.

Furthermore, Lloyd is getting off scot free—unless someone chases after him, that is. Raine and Genis seem up to the task and decide to chase after Lloyd. Apparently, Lloyd is heading to the town of Meltoikio, so maybe Raine and Genis could run into him there. Now Emil and his group must head back to Flanoir to talk to the accessory seller.



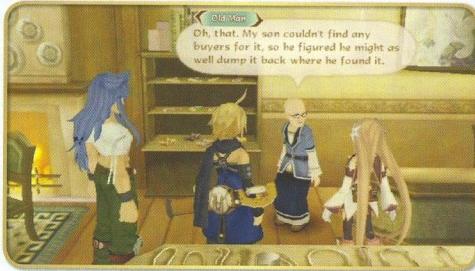
Talk to the Accessory Seller

BACK TO FLANOIR



Spelunking the Temple of Ice has to be put on hold for the moment while the gang travels back to Flanoir. Once there, enter the accessory seller's store near the top of the town.

Enter the shop and talk to the man behind the counter. This is not the right accessory seller; it's the accessory seller's father. The old man says that his son could not find any buyers for the core, so he brought it back to the temple to leave it where he found it. Regal senses something odd about the whole experience, but decides to keep it to himself.



Get the Centurion Core

THERE AND BACK AGAIN

Leave the old man behind and return to the Temple of Ice to try to retrieve the core from the old man's son. Get close to the temple and Emil discovers that it is blocked by a large Celsius' Tear. Without thinking, he touches the Celsius' Tear and discovers that there is no way getting past this thing. They will have to discover another way in if they hope to enter the Temple of Ice.



Head to the left of the Tear and cross the log onto the stones that lead up the waterfall. Hop up the stones, all the way to the top of the cave, then enter the dark passageway to finally set foot in the Temple of Ice.



INTO THE COLD

FIRE AND ICE

Emil is now in the Temple of Ice, but he's not alone. Guarding it are a plethora of grizzly ice monsters. Genis' Fire spells are not an option for these caves, so team up with a strong Fire element monster to battle these frigid beasts.

From the temple entrance, turn right and proceed down the switchback, slaying any monsters that get in the way. Follow this path all the way to its end to discover a device. Change Emil's Sorcerer's Ring element to Ice here.



Turn around and move all the way back up the switchbacks. At the top, turn right and head over the ice bridge to the east side of the cave. Continue through the tiny canyon and travel up the east wall toward a dark recess. There are melting icicles on the wall, which give Emil an ingenious idea. Use the Sorcerer's Ring on the dark part of the wall and the dripping water creates a giant ice cube.



Grab the ice cube, then push it over the ledge and into the small canyon that Emil just passed through. Cross over the ice cube and grab the **Fire Cape** from the treasure chest, then cross back over the ice cube and head to the lower region of the cave.



Stop at the second dark recess in the wall and, once again, use the power of the Sorcerer's Ring to create an ice cube. Grab the ice cube and drag it to the left, then shove it over the ledge and into the frigid water.



BETTER THAN ICE SKATING



Run back to the ice cube that Emil last crossed and run across it onto the lake's surface. It turns out that the Water Spider actually works and instead of drowning, Emil effortlessly glides across the surface. Head over to the west side of the lake and pick up the **Mystic Cloak** from the treasure chest, then proceed north and enter the cave.



THE MISSING CORE

Head through the next chamber and past the Celsius' Tears that spread through the temple to enter the cave on the opposite side. While passing through, Regal offers some insight on the cave's condition. The gang eventually arrives at the doorstep to the final chamber where the Centurion core should be.



After this fight, Regal says something quite upsetting to the gang. He feels that they may have been tricked into returning to the Temple of Ice. The owner of the accessory shop in Flanoir seemed peculiar to him and he believes that they are walking head first into a devious trap. Emil should tread lightly from now on if he hopes to escape the cave alive.

PREMONITIONS OF DANGER

If Emil were a betting man, he would certainly wager that extreme danger and Centurion cores go hand-in-hand. Save at the save point next to Emil. Tough times are just around the corner.

Enter the inner sanctum of the Temple. Grab the **Light Gauntlets** in the treasure chest to the right, then examine the altar to the Centurion core. Glacies' Core is still missing and, even worse, two Mirkas ambush the gang in their quest for a little snack.



Leave the inner sanctum of the temple and Marta sees her father standing to the far left of them. He says that he's sorry, then disappears further into the caves. Curious, Marta chases after him, leaving the rest of the party behind. Emil and Regal pursue her, but an avalanche stops them dead in their tracks.

Boss Battle **MIRKA X2**

One Mirka wouldn't be that bad, but two Mirkas are real trouble. The bosses each have around 20,000 HP, which means they won't go down easily. These foes mainly try to melee their enemies to death, but they do have a couple aces up their hairy sleeves. When fists are not enough, Mirkas will cast ice spells, such as Frozen Solid, which will cause severe ice damage to anyone under its shower of hail.

To defeat the Mirkas, bring along a Fire element monster to create some devastating Unison Attacks with Emil. To pull these off, constantly have Emil attacking the Mirkas with his melee attacks and artes. Block the Mirkas slow melee attacks and run around them to strike from behind; the Mirkas are extremely slow, so it shouldn't be too much of a challenge to do this. Once Emil has found a steady pattern of blocking, attacking, and then Unison Attacks, the abominable snowmen will retreat back to their lairs.



Rescue Marta

TRAPPED IN THEIR WEBS

After the rocks have fallen, Emil and Regal find themselves cornered by a troop of Vanguard members. The only option is to fight.

Boss Battle

VANGUARD X4

Hardly even a boss fight, these four Vanguard members are much easier than the Mirkas Emil just faced. Each Vanguard member has around 10,000 HP and attacks with same damage power as normal monsters in the Temple of Ice.

What could complicate this battle is the fact that Marta, the team's amazing healer, is M.I.A. To remedy this inconvenience, have Emil toss up Apple Gels to anyone in need of an HP boost. Otherwise, fight as you normally would and the battle should be easily won.



After the battle, Regal uses his superpowers to smash the boulders into pebbles. Once he has reopened the path, head further into the cave and resume your pursuit of Marta. Enter the cave at the end of the hall and Emil makes another startling discovery.



Richter is once again trying to remove the core from Marta's innocent head. Richter's little pet, Aqua, is also there to continue his role as a major pain in Emil's life. Aqua unleashes a fearsome monster to keep Emil and his party busy, while Richter is left to work on Marta.



Boss Battle

SIREN

The Siren has brought some friends along—two asras and a selkie. These monsters utilize Ice magic as their main attacks, and if they connect with Emil or his party members, they will pack quite the wallop, so avoid these attacks as often as possible.

Like the Vanguard attack, the gang is once again without Marta, which means that Emil will have to be the party's main healer. Try to bring in monsters with a lot of HP and have the team eliminate the sirens one by one. If anyone gets low on health, have Emil heal them with his items. As the sirens begin to disappear, the battle becomes much easier.



After the battle, Emil witnesses Richter as he plunges his sword into Marta; the blow is one that she will not likely survive. Richter retrieves Ratatosk's Core and then escapes.

Before Emil can mourn his loss, a stranger's voice tells him to take a close look at Marta before he gets all teary eyed. It turns out that Marta is still alive, due to the magic of a lovely Sheena Fujibayashi. Sheena used her powerful ninjutsu skills to fool Richter into thinking that he was dealing with Marta, when in fact he was dealing with a log the entire time. Sheena lets Emil and Regal in on what has brought her to the Temple of Ice, and together they unravel the evil trap set by the Vanguard.





Escape the Temple of Ice

ONE STEP AHEAD

First, grab the **Light Plate** to the right of the statue that the fake Marta was impaled on, then return to the statue and examine it closely. Emil can move the big totem pole. It's one of three and all of them must be rotated to face the center of the room in order to open a door elsewhere in the Temple. Rotate the first totem pole so that it faces west.



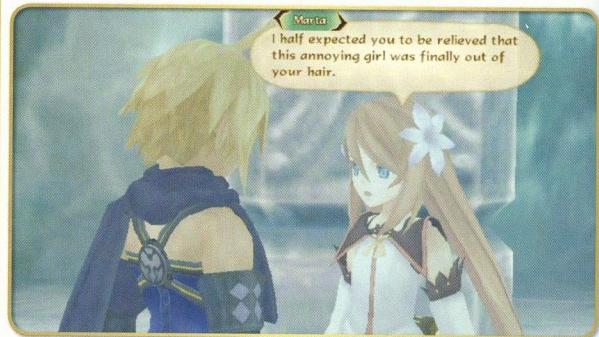
Next, head north and around the bend to the left. Eventually, the gang will run into the second totem pole. Sheena takes one wrong step here and falls into a trap in the floor.



Find Sheena

NOT THE MOST CAREFUL NINJA

Rotate the totem pole beside the floor trap so that it faces south, then continue west and follow the path until the gang reaches the third and final totem pole. Marta and Emil have a bit of a heart-to-heart here. When they're done talking, grab the **3,000 Gold** from the treasure chest to the right of the totem pole.



Rotate the third totem pole so that it faces east and a door above Emil will magically open. Head north up the stairs and enter the now-open passage at the top of the steps.

Follow the hallway until it ends in a cut-scene. The gang is plagued by a terrible smell, one that is regrettably familiar to Emil. The odor is entirely unique to Eau de Seduction, which means that Decus must be close by.



Actually, Decus is not the only one nearby. Sheena's fall was broken by the tiny, but fearsome, Alice, who is now lying on the floor unconscious. Decus is terribly distressed over the declined state of his dear Alice's physical health. However, when Sheena learns that Decus and Alice are Vanguard members, she drops Alice hard on the floor, thus rudely shaking her back into consciousness.

Once the battle lines have been drawn between Emil's party and the Vanguard members, Decus reveals that it was he that was disguising himself as Marta's father. Alice and Decus chase after the gang, but Sheena uses her magic powers to create an ice wall, effectively sealing Alice and Decus in a giant ice cube.



Leave this chamber and return to the third totem pole. Head past it and move south to a newly opened section of the temple. Follow the path toward its dead end and collect the **Gold Spinner** from the treasure chest. Once Emil has this, he's ready to leave the Temple of Ice once and for all. Head all the way back to the entrance

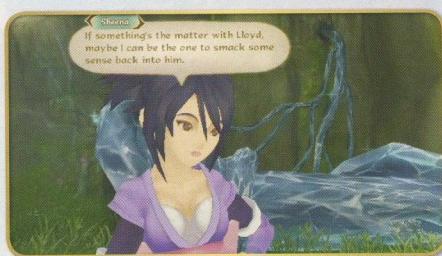
and leave the Temple of Ice the same way that Emil entered it. On the way, the gang discusses their next move and decides that it would be best to check in on the accessories shopkeeper in Flanoir to see if he's okay.



Return to Flanoir

ONE LAST THING

Once outside, the gang catches Sheena up on all the Lloyd news that she has missed. Like those before her, Sheena is too a little skeptical of Lloyd's transformation. Sheena decides to join the party so that she may see Lloyd for herself.



Before heading back to Flanoir to check in on the shopkeeper, there's one last thing to do outside the temple. Head back up the waterfall to the entrance of the temple. Move past the temple's entrance and follow the path until it reaches a dead end at a huge gap in the ground. Use the Ring on the gap and suddenly another large ice cube is formed. Cross the ice cube and follow the path back into the Temple of Ice. Once inside the temple, grab the **White Manuscript**, then head back outside and return to Flanoir.



FLANOIR

Talk to the Shopkeeper

CHECKING IN

Once in Flanoir, head to the top of the town and walk to the accessory seller. Outside the shop, a Mizuho Scout appears and tells Sheena how she and her clan have chased all of the Vanguard members out of the town. Now that the

Mizuho members have set things right, the real accessory shop owner is back. Enter the shop and talk to the old man. The shopkeeper tells the gang that his son has taken the core to Melktokio. Leave the shop and head to the Field Map, and then Melktokio.



Chapter 5: Truth Behind the Mask



OBJECTIVE 1

Search for the Glacies' Core



OBJECTIVE 2

Talk to His Majesty

MELTOKIO

Search for Glacies' Core

A TRIP TO THE BIG CITY



Enter Meltokio and explore everything that the town has to offer. As one of the largest cities in the entire world, Meltokio has some attractions that other smaller towns simply can't offer. The northwest section is home to the Coliseum where Emil can compete for prizes.



After exploring, head to the southwest corner of Meltokio and visit the Item Shop. The shopkeeper has nothing but bad news for the gang. Apparently, the shopkeeper had the core, but just recently sold it. Even worse, due to buyer-seller confidentiality agreements, he cannot tell Emil who he sold it to. Since they seem to have hit a dead end, Regal decides it's time to use his upper class status to assist the gang. He suggests that they talk to the King, who may actually listen to them, since Regal is a Duke.



SECRET

WONDER CHEF

In a city this big, it's a safe bet that Wonder Chef is hiding somewhere. Turns out, he has transformed himself into a Rheaird and is hiding in the southeast section of Meltokio. Head past the Item Shop and around to the back of the buildings. Wonder Chef is hiding in the bottom-right area of the courtyard.



Talk to His Majesty

REGAL... THE DUKE?

Follow the center stairs of Meltokio all the way up to lead the gang toward His Majesty. Near the top, Emil runs into more bad luck as Alice appears on the scene to block their path. She's not looking to get her hands dirty, so instead she summons an Aramis to battle Emil.



Boss Battle ARAMIS

Aramis is not alone; by his side is Helion, Alice's personal pack mule. While it may look like Aramis is the tougher foe, Helion actually has more HP—Aramis has 14,934 HP while Helion has 19,179 HP. Therefore, to make this battle easier, the gang should work on taking down Aramis first and then tackle Helion.

Aramis is a Dark element monster, so have Marta cast Photon on Aramis as often as she can. While Marta is inflicting massive damage, have Emil hack away at Aramis's rock face. Marta may be unable to perform as an adequate healer if she is constantly casting Photon, so have Emil ready to toss up Apple Gels at all times.

Once Aramis has been slain, focus all of the attacks on Helion. Your remaining foe has some devastating Wind attacks, but they're easy to see coming, as Helion will begin to inhale and puff up as it prepares the spells. Dodge these spells as they are casted, and then immediately have everyone in the party attack Helion into submission.



TENEBRAE, THE HERO

After the dangerous battle in the city center, Alice plays her trump card. Aramis rises from the dead and grabs onto Emil. Alice has rigged Aramis to self-detonate if it is defeated. She flees the scene on the back of Helion and Emil is left in the death grip of Aramis. In a last ditch effort to save Emil's life, Tenebrae uses his Dark magic to lift Aramis away from the city and from Emil. Tenebrae takes Aramis high into the sky and courageously sacrifices his life to save those around him.



The gang tries to help Tenebrae, but it's too late; their old friend is now gone. As Marta is mourning the loss, the Centurion cores fall out of her head and roll onto the ground. The cores combine and then enter Emil, causing him to transform into Ratatosk mode and become instantly moody. In Ratatosk mode, Emil can hear the Centurion cores speak to him. They say that Tenebrae is not dead, but only sleeping. The gang can still rescue Tenebrae if they hurry to the Temple of Darkness.



After the cut-scene is over, leave Meltokio behind and head to the Temple of Darkness.



TEMPLE OF DARKNESS



Find Tenebrae



Return to Meltokio

Find Tenebrae

THE HAUNTED TEMPLE

The Temple of Darkness is devoid of light and teeming with monsters of dark and demonic origins. The temple would have scared the pants off of old Emil, but Ratatosk Emil fears nothing. Venture into the dark cave and continue all the way to the right to pick up the **Melange Gel** from the treasure chest.



Return to the center of the temple and cross the purple-lit bridge. Before descending further, open the two treasure chests on both sides of the hill to find **3,000 Gold** and a **Lamia's Hair Tie**.



Proceed deeper into the temple via the ramp just beyond the purple bridge. There are tons of puzzles for Emil to figure out in this new chamber.





Use the Sorcerer's Ring on the lamp to the right of Emil. The lamps are the dark grey pillars encased by four connected pylons. Use the Sorcerer's Ring on the lamp and it begins to glow brightly.



Quickly move past the glowing lamp and follow the path all the way to a treasure chest. Collect the **Lemon Gel**, then turn around and head to the far west side of the map. Light the second lamp to the left of the broken pillar with the orange eyes.



Proceed along the west wall until Emil descends a small set of stairs and reaches another treasure chest. Collect the **Mimic Fragment**, then turn around and locate the pillar with the green eyes. Push it all the way into the wall and notice how the other green pillar in the upper right-hand portion of the screen also moves.



Go back upstairs, but instead of returning to the entrance, descend further into the chamber by heading down the stairs to the right. Continue past the second pillar with green eyes and wait for a cut-scene to trigger.

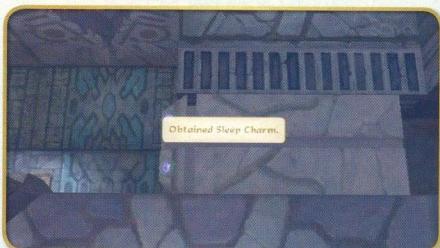


BEHIND CLOSED DOORS

At the bottom of the stairs, Emil gets frustrated when he discovers that finding Tenebrae is not as easy as he thought it would be. Emil can hear voices beyond a large wall, but there seems to be no way to reach them. At Marta's suggestion, Emil uses the Sorcerer's Ring on the wall, but nothing happens.



There's no point in staring at the wall and waiting for it to open; Emil must solve the puzzles of the lamps to finally reach the voices he seeks. Light the lamp directly across from the mysterious wall. Move past the lamp to the right and head under the pillar with blue eyes. Emil disappears from view, but there is a treasure chest under here, so keep moving around and look for the Examine display to pop up when Emil is close. Once Emil has found it, collect the **Sleep Charm**.



Move past the lamp that Emil last lit and head south. There is a different kind of lamp that looks like a clear blue crystal hanging from a ledge just to the left of Emil. Use the Sorcerer's Ring on this lamp and watch as a fiery glow emanates from within.



Leave this stone catwalk and move to the west side of the map. Light the lamp beside the Katz Guild member and tradesmen. Stock up on any supplies Emil needs, then cross over the pillar with the blue eyes and head south.



After crossing the pillar, light the two crystal lamps to the right and just beneath Emil and the southernmost tip of the walkway. Next, head to the right and cross over the narrow bridge. When a small exclamation point pops up over Emil's head, stop and look down to the lower level.

There is one more lamp down there waiting to be lit. Use the Ring to light the lamp and a doorway opens on the east wall of the chamber.



Before entering this door, continue over the bridge to the far right and grab the **Life Bottle** from the treasure chest. Now head back to the upper level and enter the secret passageway.



Proceed down the long flight of stairs and clear your path all the way to the bottom. Continue down the path until Emil reaches a dead end with a treasure chest. Grab the **Quality Stone** from inside, then head through the doorway between the four purple glowing dots.



Slay the monster that blocks the path, then light the two blue crystals along the stairs. A second secret passageway now opens for Emil. Leave this part of the map and return to the last room with the giant stairway.



Head halfway up the giant stairway and look for the open window that Emil can climb through. Hop up onto the ledge and climb through the window. In the next room, change Emil's Sorcerer's Ring to the Darkness element at the device.



Crawl back through the window and head upstairs to return to the main part of the temple. Go back to the level with the Katz Guild on it and head down the center ramp toward the bottom of the map. There's a dark flame that blocks Emil's path, but not for long. Use the Dark element Sorcerer's Ring to Snuff out the flame and continue down the path.



At the bottom of the path, use the Sorcerer's Ring again on the three flames that block the way. Slay the monster beyond those flames, then continue down deeper into the temple.



LOST IN THE DARK

Emil now finds himself wandering in the dark through a maze of stairs. Continue all the way down, then take a left at the bottom. Proceed along the path. At the first fork in the road, take a left and grab the **Life Bottle** at the end of the path.



Return to the fork and, this time, go east until Emil reaches an altar in the middle of four diverging paths. Take the northeast path and southeast paths to grab **2500 Gold** and a **Weak Charm** from two separate treasure chests. After acquiring these goodies, return to the altar and then head along the northern path.



Follow this path, defeating the monsters along the way, until Marta begins to express her concerns about Tenebrae. Emil and Sheena are able to cheer Marta up, but once Sheena lets a comment slip about Emil, Emil enters his overly aggressive Ratatosk mood. When everyone is done talking, continue along the path until the gang reaches another fork in the road. From there, continue east along the same path, then grab the **Pineapple Gel** from the treasure chest and use the save point. Emil is pretty deep into the temple, so some serious danger may lie ahead.



Return to the fork in the road. This time, head north and descend deeper into the temple. Follow the path until Emil reaches a giant altar. Approach it and press the switch at the top. A loud sound is heard in the distance.



Return to the main chamber and head back to the wall where Emil heard the mysterious sounds coming from. The wall is now split in two with an entranceway in the middle. When ready, enter the unknown through the crack in the door.



TENEBRAE WAITS

A LIGHT IN THE DARK



There's a save point near the bottom of the stairs along the left side. As with most temples, Emil can't escape a big fight at the end of the road. Save here before going all the way downstairs, or you may regret it later.

Emil now encounters an even larger set of stairs than before. Muster up some courage and descend into the darkness. At the bottom, the gang runs into a familiar, but unfriendly face. Richter reaches the core containing Tenebrael before Emil can, but the team is not going to let him take it without a fight.



Boss Battle

RICHTER

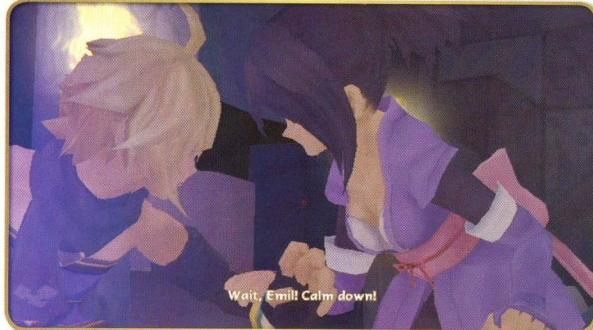
Richter may just be one man, but his HP and attacks quickly make up for this fact. His HP meter tops out at a hefty 96,372, which means it will take more than a couple of sword swipes before Emil can bring him down. However, when the fight begins, you'll notice that Emil's attacks are not doing Richter any damage at all.

Richter starts off the battle rather cheaply by performing Towering Inferno, which reduces the HP of anyone in range to 1. After this move, the battle quickly becomes one of survival for the gang. Have Marta heal everyone as quickly as possible and keep tossing up Apple Gels to stay afloat.

Defeating Richter is going to take more than what the gang currently has. Continue fighting with the primary goal of keeping everyone alive. Eventually, the battle is put on pause and Emil will surprise everyone with a special attack of his own.



Emil amazes everyone with his new arte. Stuck in an expression of utter shock, Richter begs for Emil to stop being a Knight of Ratatosk before it's too late. Emil, however, ignores this plea and prepares to launch another attack at Richter. Sheena jumps in and stops Emil from needlessly killing Richter and destroying the entire temple. Emil, once again, does not listen to anyone and unleashes his second attack anyway. Richter is not fazed a second time, and reflects the attack back at Emil. In a display of ultimate courage and sacrifice, Marta jumps in front of the attack and absorbs it for Emil.



Emil blacks out after the confrontation with Richter only to wake up later, alone and empty handed. Luckily, he soon discovers Tenebrae's Core lying beside him.



Return to Meltokio

NOT ALONE FOR LONG

Head upstairs. Emil quickly runs into Marta and Sheena, who both seem to be fine. Emil collapses at Marta's feet, then reawakens without Ratatosk mode. Marta takes the Core and resurrects Tenebrae. Return to the Temple's entrance.



The gang meets Regal at the cave opening. He shares some good news: he has found out that a member of high society does have the Glacies' Core and that her name is Seles Wilder. After talking to Regal, head back to Meltokio and begin looking for Seles.





MELTOKIO



OBJECTIVE 1

Head to the Wilder Estate



OBJECTIVE 2

Chase After Lloyd



OBJECTIVE 3

Look for a Note at the Wilder House



OBJECTIVE 4

Talk to His Majesty

Head to the Wilder Estate

WHERE IS SELES?

Before tracking down Seles, use the opportunity to replenish all of Emil's supplies and maybe rest at the local inn. The Temple of Darkness was a dangerous place, and the visit must have taken a lot out of the party. Once everyone is ready, climb the center steps of Meltokio and visit the wealthier side of town.



Enter the Wilder house in the center of the block and talk to the owners inside. Sebastian fills the gang in on the story of the Glacies' Core and lets everyone know of its upsetting, current state; Lloyd has kidnapped Lady Seles and he has escaped through the second story window.



Chase After Lloyd

ALWAYS ONE STEP BEHIND

Exit the Wilder house and Tenebrae uses his keen senses in an attempt to track down the Centurion's core. Unfortunately, all that he can sense is the core getting further and further away, while another one, Solum's Core, is interfering with the signal.



After the gang splits up and begins looking for Lloyd, head down the main stairs of Meltokei. Emil encounters the wily Zelos Wilder. He tells Zelos how Lloyd has kidnapped his sister, then Lloyd runs by with Seles on his back. Zelos and Emil pursue him, but Lloyd escapes. Emil is sure that they just saw Lloyd, but Zelos is not fooled. He suggests that they head back to his house to see if the kidnapper left a ransom note.



Look for a Note at the Wilder House

AT HOME WITH THE WILDERS

With Zelos, head back to the Wilders and look for a note that the imposter Lloyd may have left. Once inside, talk to Sebastian and everyone enters a conversation about the current situation. Emil is still certain that it was Lloyd that he saw, but Zelos lets him know that Lloyd would never smell like that. The fake Lloyd they saw had a terrible stench that was trailing him. It turns out that it was Eau de Seduction that was trailing Lloyd, which means it must be Decus that has been disguising himself as Lloyd. After filling Zelos in on everything that has happened, he says they should seek an audience with His Majesty to plan their next move.



Talk to His Majesty

THE ROYAL COURT

Return to the center stairs of Meltokei and follow them all the way to the top. Approach the large double doors and the two castle guards let Emil pass through. Once inside the castle, Zelos tells the King that they think the Vanguard are behind the crimes against his family. Regal and Sheena arrive and inform the King and gang that Decus has fled to Cape Fortress. Emil and his friends will have to infiltrate the Vanguard base if they ever wish to see Seles again. Once everyone is done talking, head to the local inn and save, then return to the Field Map and travel to Cape Fortress.





CAPE FORTRESS



Rescue Seles

OBJECTIVE 1



Return to Meltokio

OBJECTIVE 2

Rescue Seles

INFILTRATING THE BASE

Once Emil arrives at the base, he realizes how daunting of a task it will be to find Seles. He must search the place inside and out if he ever wants to get the Glacies' Core back. Head into the outer courtyard of the fortress and climb the stairs to the right. Grab the **Fragrant Wood** from the treasure chest, then enter the fortress through the dark passage in the center of the courtyard.



TRESPASSERS BEWARE

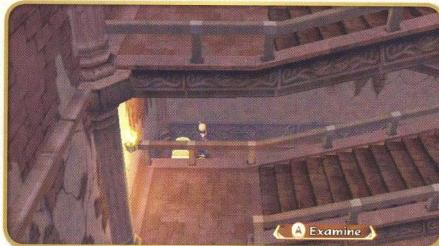
Cape Fortress is not only populated with Vangaurd members, it's also filled with treacherous monsters. There isn't really one element that dominates the field, so expect to face all sorts of enemies. Have plenty of Apple Gels on hand and always make sure that Marta has enough TP to keep the party healed.

Once inside the base, follow the path along the wall and then continue all the way down the stairs. At the bottom, Sheena takes another wrong step and falls for one the Vanguard's many booby-traps. Regal leaves the party to look for Sheena, which means it will be Marta, Emil, and Zelos searching for Seles.



SEARCH PARTY OF THREE

Before heading deeper into the fort, look behind the stairs and grab the **Animus** from the secret treasure chest. Run past the platform that Sheena fell through, then proceed down the hallway and pass under the bridge into the next room.



Go up the stairs at the other end of the hallway and continue up the greater set of stairs on the far wall. Head north at the fork in the road and grab the **Light Bandanna** from the treasure chest. Return to the fork in the road and head west to grab the **Holy Cloak** at the far end of the catwalk. Return one last time to the fork in the road, then head south and continue into the next chamber of the fort.



YOU ARE THE GATEKEEPER

The first door is just a few feet ahead on the left; enter it. Emil is now in a small alcove. Watch out for the guards in this tiny area, then climb the stairs to the upper level. Grab the **3000 Gold** from the treasure chest in the right-hand corner and return to the main hallway.



Continue further down the hall and Zelos gives the gang a little pep talk to cheer up Marta and Emil, as well as himself. Proceed to the left, then up the stairs on the other side of the room.



Head to the right at the top of the stairs and grab the **Stone Charm** from the treasure chest at the end of the hall. Turn around and head halfway down the hallway toward two panels, one of which is glowing yellow.



These glowing panels open and close the gates that fill this chamber. Unfortunately, not all gates can be opened at the same time, so Emil will have to figure out which colors correspond with which gates. First, step on the yellow panel to lower the gate on the first floor, then head back downstairs and press the blue panel to lower another gate to the right.



There's still one more gate left to open. Go upstairs and press the green panel down to open the last gate on the right, then head back downstairs and continue along the lower hallway to the right.



A SECRET GETAWAY

There's a secret area in the right-hand corner of this room with a secret treasure chest containing a Black Spinner, as well as a Katz Guild member and a tradesman. To reach this area, Emil must manipulate the four colored patterns in a certain pattern. Press the yellow panel down, then head downstairs and press the purple panel, which opens up a gate on the far left side of the map. Before heading up past the purple gate, press down the green panel upstairs to drop down the green gate. Once the purple and green panels are down, head upstairs on the far left of the map and continue down the long pathway to reach a secret room.



SECRET

Emil passes two doors as he heads down the hallway. The first door holds a Vanguard member, so enter at your own risk. Behind the second door there's a monster and a treasure chest containing **Witch Mittens**. Enter the second door to grab the Mittens for Marta, then return to the hallway and continue through the door at the end of the hall.



ART HISTORY

The next room's puzzle makes the last one seem like a cakewalk. Six statues represent different legendary beasts. At the back of the room are a red and a blue knight. Emil must determine the order that the knights slew these villains to walk through the doors they guard.



Proceed to the end of the hallway and change Emil's Sorcerer's Ring to Water element by using the device beside the save point. Read the plague next to the red knight to discover the clues to the order of his monster hunt.



RED KNIGHT'S HISTORY

The red knight protected the fortress from a monster with sharp claws and bent beak, a monster with scissors and killer sting, a monster in between a man and beast, a monster that feeds on sun and water, a monster clad in strong armor, a monster of ill omen with wings on its back.

Head back to the statues and carefully examine which beast is which. When you have the beasts matched with their description in the knight's history, douse each of the flames in the order that the knight slew them. The location of the monsters in the correct order is as follows:

- middle-right**
- lower-left**
- upper-left**
- bottom-right**
- upper-right**
- middle-left**



After Emil completes this sequence, move toward the red knight and press his switch to open the large gate at the end of the hall. Continue through the gate to progress the story or solve the blue knight's puzzle to collect a very rare treasure.



THE BLUE KNIGHT'S TREASURE

Press the red knight's switch for a second time and the platform before him will drop and leave Emil in a pit of danger. Eliminate all the monsters in the pit and a gate in the back will open, revealing an exit. Before leaving, grab the Pineapple Gel from the treasure chest in the back, then read the plaque on the western wall that gives the blue knight's history.

SECRET



BLUE KNIGHT'S HISTORY

The blue knight protected the fortress from a monster with scissors and killer sting, a monster of ill omen with wings on its back, a monster with sharp claws and bent beak, a monster clad in strong armor, a monster that feeds on sun and water, a monster in between a man and beast.

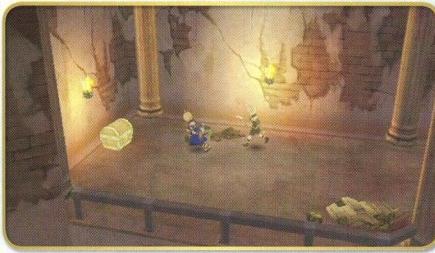
Head back up to the statues and begin to extinguish the flames in the order of the blue knight's history:

After extinguishing all the flames, head over to the blue knight and press his switch once to open then gate, then do it once more to drop Emil to the lower level.

- bottom-left**
- middle-left**
- middle-right**
- top-right**
- bottom-right**
- top-left**



Move through the now open gate. Follow this path into another room and continue all the way around an upper catwalk until you come to a treasure chest. Eliminate the Vanguard member guarding it, then grab the **Philosopher's Stone**!



THE PHILOSOPHER'S STONE

Congratulations! You've found a Philosopher's Stone! These stones are more than semi-precious, they are truly mythical in their worth and power. Philosopher's Stones can be used as the base ingredient in synthesis to create statues that allow many of Emil's monsters to evolve into their final forms. Hold onto this stone and use it only when it is absolutely necessary.

Return to the room with the statues and eliminate all of the enemies in the lower pit to open a gate that leads Emil back to the statues. Move past all of them and enter the large door past the device and save point.

LLOYD VERSUS LLOYD

Head down the long set of stairs and Emil stumbles upon an epic battle between Lloyd and... Lloyd. One of them is Decus, but which one? One Lloyd asks for help with taking out the other. Emil must choose to assist one of the Lloyds. When deciding, consider that the *real* Lloyd seems quite serious and would not be one to wear a silly grin during a battle. Whichever Lloyd Emil chooses, the outcome will be relatively the same; either Emil or Zelos will take out the fake Lloyd.



After the blow, Decus emerges from his Lloyd disguise. It becomes clear that Decus was behind the slaughter at Palmacosta, as well as the massacre at Flanoir. It also seems that Marta's father is the one who orchestrated these crimes. Soon after the revelations, Alice arrives on the scene with Seles in her clutches. Alice and Decus are demanding the core, but before they get a chance to get it, Sheena swoops in and knocks Alice to the ground, again.



After Sheena's heroic entrance, Colete unleashes a surprise attack and knocks Decus down. Decus doesn't stay down for long, but Regal is there to knock him out once more. With Alice and Decus temporarily incapacitated, Lloyd is able to rescue Seles and take her to safety. Unfortunately, before the gang can follow, Decus gets back up and challenges them to a fight.



Boss Battle

DECUS

Decus may seem like a bit of a wimp because the way he acts, but looks can be never deceiving. He's actually a tough opponent and fighting him will be a test in both strength and endurance. His health tops out at a hefty 45,669 HP, so expect a lengthy fight. It's also a good idea to bring along a Water element monster and to equip a Water Cape or two, since Decus's element is Fire.



To start the battle, have Marta cast a bevy of defensive spells to add some protection to the front lines. Try to have Emil and one other party member constantly attacking Decus to continually put pressure and inflict damage on him. Have a third party member both heal and attack Decus—Zelos is a good choice for this—while Marta stays in the back, casting heals.



Decus's attacks consist mainly of sword swipes, which are relatively easy to block, but deadly when they connect. Decus will dole out a magic spell once in a while that may cast Weak on some party members, so keep some Weak Bottles around to counteract it or just have Marta cure it. Keep on attacking Decus and throw Marta a Lemon Gel to keep her healing.

When Decus's health is somewhere around 50%, he will perform a devastating Mystic Arte known as Sturm und Drang. Decus pulls out a photo of Alice that spontaneously combusts, putting Decus into an even more violent rage. He unleashes an attack that reduces everyone's HP to 1. When this happens, immediately hand out the Apple Gels and make sure that Marta is healing. Continue the assault on Decus and he eventually succumbs to Emil's attacks.

Boss Battle

RICHTER

Everyone is probably still pretty banged up from the Decus battle, which makes this boss fight even tougher. Luckily, or maybe unluckily, this battle cannot be won.

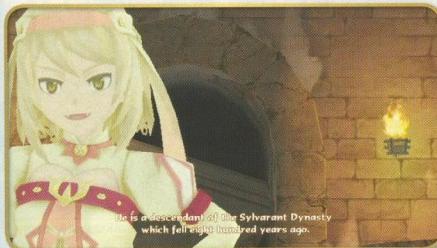
Richter has 102,096 HP and his attacks are far too strong for Emil, or anyone else in his party. Try to put up a good fight, but eventually Richter will overpower Emil and his party and the battle will be lost.



After the battle, Decus confesses everything to Emil and Marta and reveals the greater conspiracy behind the violence. However, before the gang can interrogate him further, Richter ambushes Zelos. This attack gives Decus the chance he needs to escape and the gang is brought into another gruesome battle.



In the adjacent room, the rest of the gang, including Lloyd, corners Alice and Decus. Lloyd demands that Alice hands over her Centurion's cores to him. Alice and Decus expose the Vanguard's plans to revive the Sylvarrant Dynasty through the cores. Right after explaining their devious plans; Alice's strange ride swoops down to save the day.



LLOYD THE TROUBLEMAKER

Grab the **Virus Charm** and the **Twisted Horn** from the two treasure chests to the left and right of the throne in the same room where Alice and Decus made their getaway. After grabbing the treasure, leave the fort by returning to the entrance.



Outside of Cape Fortress, the real Lloyd pulls a move out of evil Lloyd's playbook and demands the cores from Marta without any explanation at all. Lloyd is outnumbered and instead of opening up to the group, he disappears once more. Zelos notes how Seles isn't looking so great and suggests that they all return to Meltokio as soon as possible. Follow Zelos's advice and return to Meltokio at once.



MELTOKIO

Return to the Wilder Estate

REST FOR SELES

Once back in Meltokio, return to the Wilder Estate in the northeast quarter of the city. Before going to rest, Seles graciously hands the Glacies' Core over to Emil. Seles takes her leave and the rest of the gang is left to talk things over. It is decided that going after the rest of the cores is the best plan of attack for Emil, while others set off and look for Lloyd.

Leave the Wilder estate and head toward the entrance of Meltokio. Along the way, Tenebrae advises that Emil search for Solum's Core first. It's possible that Decus may already have Solum's Core, but they cannot be sure without investigating. To continue the journey, return to the Field Map and head for the Temple of Earth.



Chapter 6: Dark Premonition



OBJECTIVE 1

Go to the Temple of Earth



OBJECTIVE 2

Go to the Temple of Lightning



OBJECTIVE 3

Talk to Schneider at the Imperial Research Academy

Temple of Lightning

Go to the Temple of Earth

RESTRICTED AREA

Leave Meltokio and head to the Temple of Earth. Once inside, it becomes clear that things are not as they should be. The temple is experiencing constant earthquakes. A Temple guard runs up to Emil and tells him that the Temple is far too dangerous for anyone to enter and they must turn back immediately. Sheena suggests they visit the Temple of Lightning in the meantime, but before heading there, Marta decides to hatch Glacies' Core. During this process, Emil suddenly faints and falls to the floor.



Temple of Lightning

TURNED AWAY AGAIN

Inside the Temple of Lightning, Emil hits a brick wall once more. Two heavily armed guards are blocking his path and they have no intention of letting anyone pass. Emil starts out as his normal self, but once the guards get a little hostile, he enters Ratatosk mode and comes closer to murdering the guards. His party members calm him down as a local researcher arrives to see what all the commotion is about. The researcher, named Schneider, seems to recognize Emil, but will not divulge any information. Schneider says that he may be able to help the gang get into the temple and that they should talk to him in his lab at Syback. Return to the Field Map, but instead of going to Syback, take a detour and go to the newly available Katz' Village.

MELTOKIO

Go to the Temple of Lightning

RUDE AWAKENING

Emil awakens from a nightmare in the Inn at Meltokio. Marta is by his side and comforts him through his moody Ratatosk mode. When Emil gets up, head to the Field Map and then to the Temple of Lightning.



KEEP ON MOVING

Keep moving when in the Temple of Lightning; if Emil stands in the same place for too long, he may get struck by a lightning bolt. Look for a glowing yellow light on the ground to indicate where lightning will strike and stay clear of it or suffer the consequences!



SYBAK

Talk to Schneider at the Imperial Research Academy

AN ELECTRIC TOWN

Before heading to the Imperial Research Academy, take the time to explore Sybak a bit. It's not the bustling metropolis that Meltokio is, but it does have its own charm. In the center of town are two vendors with plenty of new items for Emil to check out, and there's an Inn near the entrance of the town where Emil may rest.



Katz' Village

A LITTLE VACATION

The Katz' Village is the perfect place for a little rest and relaxation. Emil has two temples on his to-do list, so take full advantage of a town free of any natural disasters or raving lunatics. The Katz' Village has a Katz Guild employee at its highest peak, as well as an excellent Fish Market near its entrance. There are also rumors of Wonder Chef hiding somewhere in the village. Once Emil is done exploring the Katz' Village, head to Sybak.



WONDER CHEF

Proceed past the Katz Inn and investigate the mysterious campfire in the back. Wonder Chef is hiding underneath and has a special Steak recipe for Emil.



SECRETS

Head to the western sector of Sybak and enter the Imperial Research Academy. A local researcher stops the gang at the entrance and seems extremely shocked and excited to see Emil. The only problem is the researcher does not call Emil by his name. Instead, he calls him Aster and is very certain of who Emil is. After the strange encounter at the gate, approach the front door and enter the academy.



Enter the door on west wall of the academy's lobby, then continue through the next door at the end of the hallway. The other doors here lead to labs where scientists are busy working on secret experiments.



WONDER CHEF

Halfway down the long hallway in the academy is an open book lying on the ground. Examine it to discover Wonder Chef, who proves his identity to Emil by giving him the delicious recipe for his world-famous Burritos.

SECRET!



Head down the long set of stairs and enter the door at the bottom. Once inside the basement laboratory, Emil snaps out of Ratatosk mode and is severely disoriented and confused. Everyone agrees that it would be best if Emil returned to the Inn to get some rest; Marta agrees to accompany him.



Head back upstairs and exit the academy. On the steps outside the school, another researcher recognizes Emil as Aster. This time, the researcher is a bit more relaxed and he decides to tell Emil in on exactly who this Aster is. Turns out that Richter supposedly killed Aster while he was on a journey to summon Ratatosk. After talking to the researcher, head to the Inn near the entrance to get some rest.

ANOTHER RESTLESS NIGHT

Emil doesn't get much rest due to his recurring nightmares of Richter. He wakes up in fear like in Melktokio, but this time it's Tenebrae by his side. Leave the Inn with Tenebrae and return to the academy. On the way, Emil runs into his party members who are secretly talking about him. It seems that they no longer are sure who Emil really is. Regal believes that Emil's Ratatosk mode is really just part of his fractured sense of self and the Emil they know is really just a personality created by the true Emil. After hearing this, Emil makes his presence known and immediately confronts Regal. As difficult as the idea is to Emil, he is starting to believe that they may be right. Emil calms down and suggests that they head to the research academy to finally talk to Schneider.



SCHNEIDER'S PERMISSION

Return to the academy, but this time head upstairs and enter the office at the end of the hall. Talk to Schneider, who is standing in the back of the room. He finally grants the gang permission to enter the Temple of Lightning. Schneider tells them more about Aster and suggests they talk to a researcher named Rilena, who is currently in the Temple of Lightning. She may be able to prove if Emil truly is Aster. When you're ready, leave Sybak and proceed to the Temple of Lightning.





TEMPLE OF LIGHTNING



Find Rilena

OBJECTIVE 1



Investigate the Centurion core Altar

OBJECTIVE 2



Talk to Schneider

OBJECTIVE 3



Head to Rilena's research lab

OBJECTIVE 4

Find Rilena

LATE TO THE PARTY

At the Temple of Lightning, Emil discovers that the guards, whose lives he had just threatened, are now lying dead on the floor. Either Lloyd or the Vanguard have beaten Emil to the temple and are already on their way to grab the core.



DON'T BECOME THE LIGHTNING ROD

Just like last time, the Temple of Lightning is still filled with, you guessed it, lightning. All glowing spots on the ground indicate that lightning will soon strike there. If Emil happens to be standing there when it does, his entire team will receive a hefty reduction of their HP.

Grab the four treasures before continuing deeper into the temple:

Treasure	Location
3,000 Gald	Northeast corner
Mirage Mittens	At the top of the rightmost set of stairs, heading north
Earth Cape	Southwest corner
Quality Stone	Southernmost corner

During the process of collecting these fine treasures, the gang will stumble upon research notes about Ratatosk.



Move toward the northwest corner of the chamber and change Emil's Sorcerer's Ring to the Blue Lightning element, then climb the room's center staircase into the next chamber of the temple.



IT NEVER GETS EASIER

Fling 5 Hits 2417 Damage

The monsters in the first chamber of the temple are a good primer for what's to come later on in this area. If Emil or his party members are having any troubles defeating these first enemies, it may be wise to leave the temple and level up elsewhere for a while. Emil's level should at least be in the forties to travel comfortably through the temple.

Head up the stairs to the right and visit the large altar guarded by the three elements of Lightning. Use the Sorcerer's Ring on the Lightning Orbs and watch the Blue Orb disappear.



Return downstairs and grab the **Shock Charm** from the treasure chest in the northwest corner, then use the Sorcerer's Ring on the Blue Lightning that blocks the door in the center of the room. Once this is done, enter the door.



In the next room, notice the devices that are just out of Emil's reach. This is where Emil can change his Sorcerer's Ring's element to gain access to the deepest chambers of the temple.

Move to the left and grab the **Striped Ribbon** from the treasure chest under the stairs, then head all the way up the stairs and through the door at the end of the path.



The next room is shrouded in darkness and consists of narrow pathways that Emil may easily tumble over. Move slowly and carefully to reach the end of the path, then enter the next room.



IN THE WAKE OF THE VANGUARD

In the next chamber, two researchers rush toward the gang to warn them about the slaughter that is still going on. The Vanguard troops have infiltrated the temple and are killing anyone that gets in their way. What's worse is that Rilena is still deep within the temple and the Vanguard keep on getting closer to her position.



The room that Emil has just entered is the first of three rooms that are all connected by a series of puzzles. On the second story of this room is large altar with three different kinds of electricity blocking a gateway to the Centurion core. Follow these steps carefully and Emil just may make in time to both grab the Core and save Rilena.



HAZARDS IN THE DARK



path. If he falls over, he will be dropped into the main room with the save marker. Emil can regain his balance, however, and stop himself from tumbling into the dark. Whenever Emil looks like he's going to fall, press the A Button repeatedly to regain his footing.

Not only is the constant threat of lightning bearing down on Emil, but in the dark, Emil must also worry about falling over the edge of the

A DANGEROUS SHORTCUT

If Emil needs to get back to the main chamber of the temple and doesn't feel like backtracking, simply let Emil fall off of the ledge on one the dark pathways. He will drop through the temple's slides and end up, unharmed, in the main chamber.



A VANGUARD ROADBLOCK

The gang catches a glimpse of Lloyd, but before they can chase after him, four Vanguard members ambush. These foes are not any tougher than other monsters in the temple, but they do have above average HP. Bring a couple Apple Gels to the fight and everyone should be fine.



After defeating the small Vanguard brigade, climb the two sets of stairs and cross the catwalk toward the east side of the room. Descend the next set of stairs to discover a Katz Guild member and a Tradesman. Use their services if required, then head through the door to the right of them.



Proceed through the dark corridor and enter the door at the other end. Emil re-enters the large room with the two unreachable devices, but this time he is on the second story terrace. Continue down the pathway until Emil reaches a foreign contraption.

Press the button on the machine and a large lightning rod pops out. The lightning in this room is now directed to the rod and Emil can move about without fearing electrocution.



A SMALL DETOUR

Now that the Sorcerer's Ring's element is Yellow Lightning, there is one pesky doorway that Emil can unlock. Return to the main chamber and head up the west stairs. Use the Sorcerer's Ring on the yellow glowing orb blocking the way, then enter the doorway where the orb used to be. Navigate the dark corridor and grab the Holy Mark from the treasure chest at the end of the path.

SECRET



Return to the main chamber and head upstairs to the large altar with the remaining two swirling orbs. Use the Sorcerer's Ring on the two orbs and watch the yellow one disappear. After eliminating the second orb, return to the room with the Katz Guild member in it.



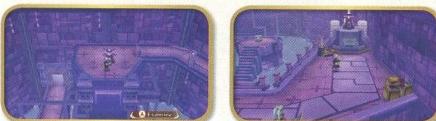
Turn right, just after entering this room, then use the Sorcerer's Ring on the Yellow Orb and enter the door that was behind it. Climb down the ladder at the end of the path and Emil discovers a rope with a large machine at the end of it. He must destroy the rope to drop the machine, but it won't be possible with his Sorcerer's Ring's current element.



Return to the device and change the Sorcerer's Ring's element to Fire, then head back to the terrace where Emil first saw the rope and ignite it with the Sorcerer's Ring. Before leaving this terrace, don't forget to grab the **Topaz** from the treasure chest behind the ladder.



Have Emil make his way back to the first lightning rod and deactivate it, then return to the chamber with the devices and switch Emil's Sorcerer's Ring to Yellow Lightning. Head back upstairs and continue to the east side of the room where the machine fell. Turn on the machine in the corner to power up all the other consoles in the temple.



With the power back on, Emil's options begin to open up a bit. Return to the chamber with Katz Guild member and look for a console on the far wall. Activate the console and notice how the electricity moves across the wall. Emil must reroute it to make it do what he wants.



Head back upstairs and carefully examine the yellow blocks that support the electric pipes. Emil can shoot these blocks with the Yellow Lightning from his Sorcerer's Ring to reroute the power to the upper mechanism. Shoot the blocks in the following order for success:



1. Blocks on top of column 1

2. Only set of blocks in column 2

3. Bottom set of blocks in column 3

4. Top set of blocks in column 4

(Column 1 being the furthest left and column 4 being furthest right and closest to the machine.)



After destroying the correct sets of yellow blocks, return to the machine to supply the lever above with electricity. Once everything is powered properly, a bunch of dynamite is dropped from the ceiling, clearing a path for Emil down below.



RED LIGHTNING LEADS THE WAY

Return to the large altar in the main chamber and use the Sorcerer's Ring to eliminate the final circling orb, then examine the strange markings on the wall and head through the small crack that suddenly appears.



After leaving the main rooms of the temple, Emil walks into a strange inner sanctum. In this new area, he finds that he is not alone. Approach Decus, who is accosting some unknown researcher. It turns out that the researcher is, in fact, Rilena and that she is blocking Decus' path to the core.



Marta tries to stop Decus from harming Rilena, but she only turns his aggression onto herself. Emil steps in to protect Marta, but is too weak in his current state. Emil enters Ratatosk mode and performs an ancient Arte that sucks both Decus and Rilena through a wormhole. No one is quite sure if Emil just made the situation better or much worse.

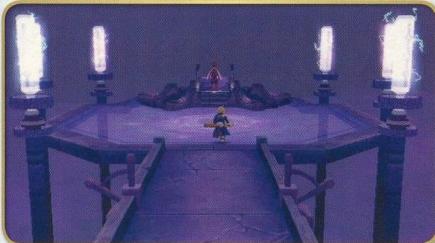


Investigate the Centurion Core Altar

PLAN B

Tenebrae explains that Emil's wormhole has just dropped Rilena off at a Centurion core altar, which neither Marta nor Lloyd possesses yet.

Proceed all the way up the stairs to the altar at the top of the temple. Explore the branching pathways along the stairs to discover a save point, as well as a treasure chest containing a **Black Sword**.



At the altar, Emil doesn't find Rilena, but does meet Lloyd, who has beaten them all to the core and snatches it before anyone can stop him. Lloyd isn't in the mood for a fight today, but Emil is. Emil raises his sword to the sky, preparing for battle, but forgets where he is. Emil's sword acts like a lightning rod and he is electrocuted on the spot. Lloyd uses this accident to make his escape. After Lloyd is gone, the gang is left to fight the hideous beast that emerges from the lightning.



A RACE TO THE CORE

Emil knows that he is not the only one searching for the Centurion cores; Lloyd is also looking for these ancient artifacts. If Emil wants to find the core hidden in the Temple of Lightning before Lloyd does, travel through the temple without getting hit by lightning more than 15 times. Doing this allows Emil to reach it first, as well as being one step closer to unlocking a special title.

Boss Battle

CORDUROY

Corduroy's name may not be that intimidating, but one look at this winged demon sends chills down the spine. As expected, Corduroy is a Lightning element monster, so bringing an Earth monster to fight is a great idea. Equip all of the charms and capes you can to deflect the monsters lightning attacks, then begin hacking away.

Eliminate the five were-bats before attacking Corduroy. If left alone, these minions will cause serious damage and keep the casters from completing their spells. After the were-bats are out of the picture, have Marta constantly cast supportive spells while everyone else is attacking.

Corduroy has magic attacks like Decimation that cause massive area damage, but have moderate casting times. Once you see Corduroy begin to cast anything, get out of the way, then run back when the dust has cleared and resume your attack. Prepare to block his numerous melee attacks, which can take a good chunk out of Emil's health. If Corduroy's attacks connect, simply have Marta heal and then keep on attacking back. If Emil can, perform a Mystic Arte to cause some massive damage to Corduroy.



After the battle, Emil is ready to chase after Lloyd; Tenebrae, however, has a different idea for the next course of action. Tenebrae is unable to sense Tonitrus' presence right now, which means that Rilena must be at the temple of Earth. Before heading to another Temple, Regal suggests that they go talk to Schneider again. When you're ready, leave the Temple of Lightning and return to Sybak.



SYBAK

Talk to Schneider

Head back to the Imperial Research Academy in Sybak and return to Schneider's office. Schneider has a lot to say about Ratatosk's Core and it becomes clear that, in the wrong hands, Ratatosk's Core could do a lot of damage. Schneider says if the gang wishes to learn more, they should visit Rilena's lab in Meltokio.

Schneider
I've heard that Ratatosk possesses the power to manipulate mana, the source of all life.

MELTOKIO

Head to Rilena's Research Lab

Follow the cobblestone path to the right of the Inn to find Rilena's lab. The receptionist instantly recognizes Sheena and Emil as Aster, but doesn't keep them for too long and tells them that they may look through all of Rilena's stuff in the basement.

Head downstairs and look at Rilena's notes that are lying next to the researcher with the blue hair. Marta reads these documents and discovers the secrets of a door named Ginnungagap, which leads to the demon realm. After learning more about Ratatosk, leave the lab and a guard informs the gang of a woman trapped in the Temple of Earth. Leave at once for the Temple of Earth to discover who the woman may be.

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TEMPLE OF EARTH



Search for the Rilena



Chase After Decus

Search for the Rilena

AFTERSHOCKS

The temple is no longer suffering from constant earthquakes, but that still does not mean that anyone is truly safe when inside. Rilena could be anywhere in the temple and, as a wanted woman, her life is always in jeopardy.

From the entrance of the temple, head south and collect the **Wind Cape** from the treasure chest, then move north and cross the rickety bridge.



You come to a fork in the road. Before committing to one of the two paths, use Emil's Sorcerer's Ring on the unsteady rock pile just to the right of his location. The rocks will crumble under their own weight and a valuable treasure will be left for Emil to pick up later.



Move down the path to the south and follow it all the way to its dead end. Pick up the **Mirage Mittens** from the treasure chest at the end of the path, then return to the fork in the road. This time, head north and follow the path into the next chamber of the temple.



FREEFALLING

Cross the second bridge, then head up the small switchback, past the pit spider, and grab the **2,000 Gold** from the treasure chest. Descend the switchback and head to the left where there's a bridge that leads to nowhere. Jump on it and it collapses, dropping Emil down to the next level. Keep on breaking these platforms until Emil reaches a floor with a device. Change the Sorcerer's Ring element to Earth and descend one more level down to the floor.



PLENTY OF BOOTY

There's treasure on those platforms—and lots of it! As Emil moves down the cliff side, investigate all platforms for treasure chests. If he misses one, return to the top of the cliff and fall back down, choosing a different route to find new chests.

Now that Emil's Sorcerer's Ring is Earth elemental, his options begin to open up. Return to the fork in the road and head south along the path. Once he's back on the unstable bridge, use the Sorcerer's Ring to place a rock on it, causing the structure to break and leave Emil hanging in mid-air. After hitting the ground, proceed forward to find Rilena.



LETHAL WEAPON

After using the rock to break the bridge, head south to discover two treasures. There's a treasure chest long the way that contains a Treat, and a box holding a Dragon Spinner at the end of the path. This box will only be here if Emil used his Sorcerer's Ring earlier to cause the rocks to crumble.

SECRET



Rilena is relatively unharmed and seems to be in very good spirits, considering she was just unwilling sucked through a wormhole. She tells the gang more about Aster and reveals that he used to have a star-shaped scar—exactly like the one that Emil has above his collarbone. The more the gang learns about Aster, the more certain it seems that Emil is, in fact, Aster. Whoever he is, the gang will have to worry about it later, because Rilena alerts them that Decus is currently sneaking out of the temple through a secret back door.



Chase After Decus

A SECRET PASSAGE

Save at the marker and grab the **Pineapple Gel** from the treasure chest beside the teleporter, then hop onto the teleporter and warp to a new part of the temple.



Proceed toward the Centurion core alter, directly in front of Emil, and the gang discovers that Solum's Core is missing. There's no sign of Lloyd, so it must have been a Vanguard member who took it. Leave the altar and return to the large grid in the middle of the room. After inspecting the altar, the grid will have a large, glowing symbol in the middle that Emil can activate to make the grid come alive. Activate the grid and some of the blocks begin to shake, which means they're going to fall soon. Stay clear of these and move from one still block to the next. If Emil can ride it out without falling, a secret passage will open up to the right.



WHY DO WE FALL DOWN? SO WE CAN COLLECT TREASURE!

If Emil fails to stay on the grid while the pieces are falling, he will be dropped into a lower basement level of the temple. There are plenty of consolation prizes at the bottom for his mistake, including treasure chests containing 3,000 Gold and a Melange Gel. After collecting the prizes, head back upstairs to try the shaky grid once more.



Once the secret passage has opened up, head through and grab the treasures on the upper-left and right sides of the adjacent room, then head down the center path and investigate the three strange bugs at the bottom. Upon a close examination, Emil discovers that Alice is using the poor animals for transportation. He tries to free the sad caterpillars, but years of abuse have filled them with violent rage and they lash out.



Boss Battle

LOOKIN X4

One Lookin isn't that bad, but four Lookin... Emil is in some serious trouble. Each one has 14,733 HP, which adds up to about 50,000 HP total—far more than any boss Emil has encountered. The key to winning this battle is going to be speed. Emil must eliminate the Lookin, one by one, before they can gang up and overpower him.

The Lookin are Earth elements, so Wind spells help rack up the damage against them. These beasts favor melee moves over all others and will perform many quick, dashing attacks that may catch party members off guard. Try to anticipate their rolling attacks to ready the block, then follow with attacks of your own. Use every trump card you have early on to thin their numbers as quickly as possible.

Once the Lookin start to perish, it's much easier to continue the fight. Fewer Lookin mean that it's easier to cast spells and there are less multiple attacks to worry about. Have Marta heal everyone and keep on attacking until all the Lookin are vanquished.



The gang can now get a lift on the last remaining Lookin through the secret passage to an unknown destination. Hop in the carriage and enjoy the ride.





TOIZE VALLEY MINE



Find A Way Out

OBJECTIVE 1

Find a Way Out

HARD HATS NOT REQUIRED

The gang ends its turbulent ride with the Lookin at the once-abandoned Toize Valley Mines. Regal is extremely surprised to see that his company's mines are still in use and is deeply troubled by this news. Once everyone is ready to go, it's time to explore the mines and find a way out.

Head through the door to the right of Emil to grab a **Light Bandana** from a treasure chest; otherwise, head down the path to the left. Along the way is another door with a treasure chest containing a **Life Bottle**. Grab it, then continue all the way down the path into the next chamber of the mine.



DEMOLITION CREW

Notice the large, oddly colored boulders that block many of the mine's paths. Well, they can be destroyed with the Sorcerer's Ring—but Emil will have to change its element first. Take the time to note the locations of these boulders so he can revisit them and the paths they block later on.



SECRET!

Follow the path to the left and jump across the gap between the rock ledges. Turn right and proceed along the ledge, then climb down the ladder and head to the bottom of the pit in the center of the room. Grab the **Elemental Fragment** from the treasure chest, then climb the ladder across from the wooden ramp that Emil just walked down.

Pick up the **2,000 Gold** from the treasure chest at the top of the ladder, then head through the doorway on the far wall. Explore the next chamber to discover a **Lemon Gel** at the bottom of a long broken path toward the lower east section of the chamber. After collecting all the treasure, travel along the upper east path and continue to the next chamber.



Follow the path down a set of stairs to a device. Change the Sorcerer's Ring's element to Explode at the device and get ready to blast some boulders into tiny pebbles. Return to the last room and blast through the boulders in the northwest corner to reveal an exit to the Mines, then exit the mines and breathe the fresh air of the great outdoors!



FUN WITH DYNAMITE

Before leaving the Toize Valley Mine, it's wise to explore every chamber of the place one more time with the Sorcerer's Ring's Explode function. Blast away all the boulders to discover a bounty of treasures that was previously inaccessible.



SECRET!



ALTAMIRA



OBJECTIVE 1

Head to the Lezareno Headquarters



OBJECTIVE 2

Infiltrate the Casino



OBJECTIVE 3

Rescue Marta and Save Altamira

Head to the Lezareno Headquarters

CITY BY THE BAY

Emil and the gang arrive in the beautiful Altamira after a grueling trek through the Temple of Earth and the treacherous Toize Valley Mines. A little relaxation in the sea breeze is probably just what everyone needs. Regal wants the gang to accompany him to his company's HQ, but that can wait for a moment while everyone explores the town. The Altamira Inn is more like a 4-star hotel and should definitely not be missed. There are shops on the second floor lounge and secrets to be found throughout the building.



SECRET

WONDER CHEF

Go to the seventh floor suite of the hotel and look for a strange object beneath the candle on the far wall. Examine it to discover the Wonder Chef underneath with a yummy recipe for an Omelet!



After Emil has seen everything that Altamira has to offer, head for the docks on the west side of the town and ride the water tram to the Lezareno Company Headquarters. Once inside, ride the elevator to the President's office.



Regal informs George, one of his colleagues, on everything that he has seen so far, including the bad news about the Toize Mines. When he's done talking, one of the town's citizens runs in and warns everyone that Vanguard is attacking the town. The Vanguard is looking for Marta and they are going to raze the city to find her. Marta doesn't want to bring any harm to the town, so she runs off to turn herself in. Unwilling to let any harm come to Marta, the gang chases after her.



Help Marta

Return to the main city of Altamira to find the town has been transformed under the Vanguard's heavy fist. At the docks, the gang is able to calm Marta down and convince her that hiding would be the best plan. After Marta agrees, it's time to flee; Hawk is closing in on their location and if they stay in the docks any longer, they will surely be caught. Head back to the hotel and enter through the glass double doors.

In the lobby of the hotel, the gang discovers a very unwanted guest. Alice is in the way once again, but this time she is not looking to fight. Alice has orders to leave Marta alone, for now at least. Instead, Alice delivers an ultimatum for the gang: Deliver Marta to the Casino by morning or watch Altamira become a pile of rubble. The Vanguard has rigged bombs all around the town and they are very serious about their demands. Head to the seventh floor suite to discuss matters with Marta.



Emil and Marta try to talk through the difficult situation, but it seems that Marta has already made up her mind. She commands Tenebrae to block Emil while she goes to turn herself in and save the town of Altamira. Once Emil is free, head downstairs to the lobby and meet up with Regal and Sheena. They confirm the Vanguard's threats, and then Emil piles on the bad news with an update on the Marta situation. Emil wants to chase after Marta, but Regal argues for a more carefully considered plan of attack.



SPLIT INTO HALVES

Return to the plush seventh floor suite and speak with Tenebrae about the changes occurring within in Emil. He may be split between identities, but the characteristics of a hero and a friend seem to be rising to the surface. Emil then crashes onto the bed and is soon awakened by Regal and Sheena, who are both ready to execute their plan.



MARTIAL LAW



Infiltrate the Casino

LADY LUCK

On the way out of the hotel, Regal's plan begins to unfold. He reveals the ace up his sleeve in a pair of high-tech handcuffs that will help them to disable the casino's power grid. Leave the hotel and head back to the docks with the water tram. The Vanguard are protecting the area and aren't so willing to let just anyone pass by. Emil and Sheena convince the guards that Regal is their friend to the Vanguard and they willingly escort them all to the casino.



After getting off the water tram, take the elevator up and enter the casino. Alice is waiting in the lobby and is very happy to see the gang delivered to her on a silver platter. Hawke comes to Alice's aid and has the entire gang arrested and put in a jail cell.



Rescue Marta and Save Altamira

JAILHOUSE BLUES

In the jail cell, the gang finds a familiar cellmate. Marta has also been locked up and now joins them in their sentence. However, Regal comes to the rescue and uses his special handcuffs to overload the power grid. Without power, the door to the cell is now open and the gang can make their escape. Leave the dark cell and make your way back to the casino.



The gang must find Hawkie and steal the detonator from him to save Altamira from the bomb threat. Luckily, the gang runs into him right outside the prison cell and Tenebrae is able to grab the bomb detonator without any trouble. Escaping won't be as easy as grabbing the detonator, though, as Hawk steps up to fight the gang.



Boss Battle HAWK

Forget about the Hawk that you may have met in Asgard; this is the new and improved Vanguard vet. Hawk has 58,113 HP plus two Vanguard goons by his side. As always, defeat the goons first and then start working on Hawk.

Once Hawk's cronies have been eliminated, the fight becomes a lot easier. Hawk is pretty much an all melee guy, but that doesn't mean that he cannot attack from a distance. Hawk's biggest strength is his incredibly speed and agility. Attacks like Approaching Storm will send Hawk flying across the battlefield, shredding anyone in his path with his razorblade talons. Get into a good rhythm of blocking and attacking while Marta heals from a distance. Despite all of Hawk's strengths, he should be no problem for Emil.



After the battle, a special visitor arrives to see what all the commotion is about. Commander Brute, Marta's father, comes down to check in on Hawk and is not happy to see the crowd that Marta has fallen in with. When Marta does not stand by her father's side, Commander Brute has no other choice, but to fight for his own daughter.



Boss Battle

COMMANDER BRUTE

Your party may be seriously injured from the fight with Hawk, but don't worry. The battle against Brute is not a true boss fight, as he will leave after taking just a small amount of damage.

Brute only uses magic, so keep attacking him to cancel his casts and he may never even get off one spell. After enough damage, Brute will back off and retreat.



After the battle, Hawk tries to redeem himself by lunging at Emil. Instead of killing Emil, Hawk jumps in front of Brute's blade and saves Emil's life by accident. Take the opportunity to escape the casino while Brute's sword is currently being weighed down by Hawk.



Head toward the entrance of the town. Alice is in the town center, ready to ruin everyone's plans once more. Luckily, a helpful little girl named Presea knocks Alice out and saves the day. With Presea's help, leave Altamira and escape the clutches of Commander Brute. Exit to the Field Map and head to Altessa's House.



Chapter 7: Reawakened Memories



OBJECTIVE 1

Get Marta to Safety



OBJECTIVE 2

Talk to Elder Igaguri



OBJECTIVE 3

Head to Altamira

ALTESSA'S HOUSE

Get Marta to Safety

COTTAGE IN THE WOODS

Emil, Marta, and Presea find that getting to Altessa's house is going to be much harder than they had imagined. There is a Vanguard roadblock right in front of them and there doesn't seem to be anyway around it. Luckily, Presea is quick on her feet and comes up with a plan to get them through the checkpoint. Presea stuffs Marta into her creepy Iron Maiden and is able to fool the Vanguard into letting them all pass while Marta hides in Presea's medieval torture device.



Save at the save point and enter Altessa's house. Explore his house if you like, then enter the kitchen and talk to Altessa. Presea fills Altessa in on the situation and talks about her plans to bring Emil and Marta to the town of Mizubo. Altessa provides his home as a sanctuary for the gang, but their safety is soon compromised as a startling noise interrupts their conversation.



Head outside to discover Magnar and his Vanguard troops right outside of Altessa's house. Presea's Iron Maiden has led Magnar to Altessa's house and he's about to conduct a search, which will certainly reveal Marta's whereabouts. Presea is not thrilled about putting Altessa and Marta's life in danger, so she goes outside to face Magnar head on. Emil and Marta are not about to let Presea face Magnar alone, so leave Altessa's home and prepare to fight the boss.



Boss Battle

MAGNAR

First, quickly eliminate his three lackeys that have tagged along. Eliminate these three Vanguard soldiers and the battle becomes a bit more manageable.

Magnar's 77,955 HP makes taking him down no small task. He is Lightning elemental, so casting Earth spells from a distance would be very wise. In fact, having casters is a great choice for this battle because Magnar is devastating up close, but not so much from afar.

Have Marta cast healing spells throughout the entire battle while an Earth monster also casts spells and Emil and Presea, an Earth elemental, attack up close. Emil must be upfront, assaulting Magnar with a barrage of attacks that will hopefully keep him away from the other casters. Some of Magnar's attacks are nearly impossible to block, so have some Apple Gels ready to give Emil a quick heal. Once the gang enters a steady rhythm of attacks and heals, it should only be a matter of time before Magnar goes down.



After Magnar is defeated, he starts to let slip the plans of the Vanguard. He tells of Commander Brute's scheme to resurrect the Sylvarant Dynasty and then decimate the Tethe'allans. Magnar figures there is no harm in telling Emil and gang because there is nothing they can do to stop the revolt; little does he know how wrong he is. When the battle is all over, leave Altessa's home and travel to Mizuho.



MIZUHO

Talk to Elder Igaguri

A NINJA GETAWAY

When the gang arrives in Mizuho, they are given orders by Orochi to visit the Elder Igaguri at his house in Mizuho. However, before visiting the Elder, Emil should stop and say hello to some old friends who have also arrived in the ninja town. Head to the center of town and meet up with Raine and Genis. Emil and Marta fill in the two on everything that has gone on, then Raine confirms the Sylvarian revolt with evidence of her own. Next, explore the town of Mizuho and enter the Elder's house in the center of the town.



WONDER CHEF

Enter the small house on the west side of town and take a close look at the stew brewing in the corner. Examine the cauldron to discover Wonder Chef hiding underneath. This time, Wonder Chef gives Emil the wonderful recipe for his delectable Pickled Vegetable.

SECRET



The entire gang talks to Igaruri about the current situation and they all agree that the Vanguard must be stopped at all costs. Raine suggests that to stop the Vanguard they must eliminate its leader. This solution poses a problem, however, because Marta's father is their leader. Raine comforts everyone somewhat when she says that they wouldn't have to kill him, but simply remove him from leadership, resulting in the collapse of his entire army. Everyone agrees that Altamira is their next destination—everyone except Emil and Marta, that is.



Head to the west side of town and talk to Marta, who is waiting just beyond the crops. Marta is understandably lost in the overwhelming circumstances and needs help finding the right path. Emil offers some words of advice, as well as his courage, to guide her through her troubles. Together, they decide it would be best to head to Altamira and have Marta try to talk her father out of using the Mana Cannon.



Head to Altamira

SEND IN THE REINFORCEMENTS

Return to the entrance of Mizuho and Emil discovers that the Vanguard have surrounded the town. The only way to escape is to fight through wave after wave of Vanguard advances. There are three waves of four Vanguard members each that Emil and Marta must battle. This is not a boss fight, but the fact that Emil will have to leave one battle, only to instantly enter the next, means that conservation of TP and HP is a must. Always keep your party's HP high, because even though the battle may soon be ending, there's another one just around the corner. Once all the Vanguard members have been vanquished, leave Mizuho and head to Altamira.





ALTAMIRA



OBJECTIVE 1

Infiltrate Building Number Two



OBJECTIVE 2

Find Commander Brute



OBJECTIVE 3

Rescue Marta



OBJECTIVE 4

Rescue Brute from Solum's Core



OBJECTIVE 5

Get Commander Brute to a Doctor

Infiltrate Building Number Two

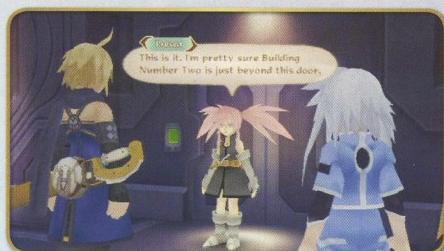
TENEBRAE THE SEDUCTRESS?

The Vanguard are currently stationed at the Lezareno Company Building Number Two and getting in there will not be as easy as walking through the front door. Presea tells the gang of a valuable secret passage under the Altamira Hotel that they can use to enter without garnering any attention. The only problem now is getting past the guards. Luckily, Tenebrae has one more trick up his sleeve—he transforms into a beautiful woman! The suddenly lovely and feminine Tenebrae strolls in front of the guards and distracts them long enough to let the rest of the gang sneak into the hotel. Once inside, enter the elevator and take it to the basement, which leads to Building Number Two.

Find Commander Brute

STARTING AT THE BOTTOM

Grab the **Mystic Symbol** from the treasure chest in the center of the hallway, then enter the door to Building Number Two on the far right side of the room. Building Number Two turns out to be the perfect HQ for the Vanguard as it is filled with security measures to keep all outsiders where they belong.



ARE YOU EXPERIENCED?

Building Number Two has become the Vanguard HQ. This means that the monsters and bosses in this building are extremely tough. If Emil is struggling to survive the battles against the hall guards, later battles are going to be almost impossible. Take the opportunity to battle as many guards as you can in the halls to level up and become strong enough to take down some of the tougher guys later in the level. Hint: the final boss for Building Number Two is at level 60, with over 100,000 HP; and yes, you will have to beat him.

Head down the stairs to the left, then take an immediate right and enter the storage room. Slay the Vanguard member in the room to obtain his **Pass Card**. Use it to unlock the room in the northwest corner of the floor, then eliminate the Vanguard member in the room. After the second guard has fallen, the gang splits into two teams—a decoy and the main unit. Emil and Marta are the two members left in the main unit and it's their job to reach Brute. After everyone has left, examine the computer console and unlock all the emergency gates and leave the computer room.

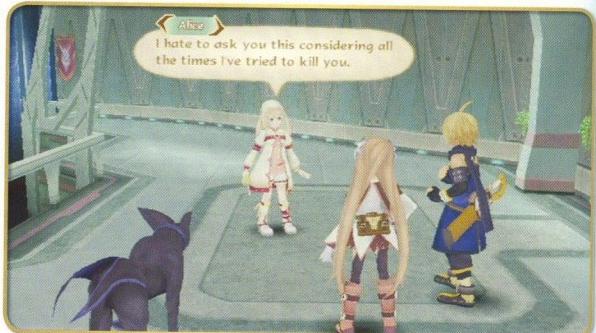


Before leaving this floor, search all the alcoves and enter every storage room to discover many hidden treasure chests. When Emil has found all he needs, head upstairs in the northeast corner and continue to the first floor of Building Number Two.



ALICE'S PLEA

Use the save point near the top of the stairs, then head down the hallway to the left. The gang runs into Alice in the middle of the hallway. Instead of her normal hostilities, she is pleading for help from Emil and Marta for her dear Decus. Turns out that Decus has lost his mind due to Solum's Core and needs serious help. Alice promises to lead Emil and Marta to Brute if they help Decus. It seems like a good idea, so Emil and Marta offer to help.



Enter the room that Alice pointed toward to find Decus in a state of madness. Alice was honest about his condition, but she was lying about wanting to help him. Alice releases a trap that captures Marta and leaves Emil to fend for himself against Decus. Luckily, some old friends arrive just in time to rescue Emil from Decus. Zelos and Colette take Emil into a safe room that does not stay safe for long. Vanguard members are close by and Emil has to fight them both off.



After the battle, Zelos, Colette, and Emil are able to talk things over. It turns out that Zelos and Colette finally caught up to Lloyd, who then ordered them to head to Altamira to help fight the Vanguard. Emil then tells Zelos and Colette about his current situation. Everyone agrees that the first thing to do is save Marta as quickly as possible.



Save Marta

MOVING ON UP



LIFE WITHOUT MARTA

Marta provided ideal support for Emil in battle. Her heals and defensive spells were top-notch. Now that she's gone, Emil must find a replacement for her in battle. Fortunately, Colette has learned many new skills and is quite the capable healer. Place her into Emil's party and you might not even notice that Marta is gone.

Collect the **Red Sage** from the treasure chest to the right, then exit the room to re-enter the main hallway of the first floor. Emil must now make it to the fourth floor to catch up to Marta. To do this, Emil must renew his Pass Card to the correct ranks to ride the two elevators—one on the left and the other on the right—all the way up to the top floor. Here's the six-step path to follow:



Enter the room adjacent to the one where Decus is being held and change the rank of Emil's Pass Card to rank D at the small computer console.

Leave the room and ride the elevator on the right side of the first floor all the way up to the fourth floor.

PROFITABLE DETOURS

Just because certain rooms don't contain computer consoles or bad guys that Emil has to check in on, doesn't mean they're not worth entering. Check every room and alcove on all floors to discover many lost treasures.



Of the two rooms in the center of the fourth floor, enter the one on the left and upgrade the Pass Card's rank to level C.



Return to the elevator on the right and ride it down to the second floor, then run down the hallway and change Emil's Card rank to B in the center of the hall.



Take the elevator on the right back down to the first floor. Run across the hallway to the elevator on the left to get to the third floor. Pop into the room in the center of the hall and say hello to the Katz Guild member and traveling tradesmen. Stock up on supplies, then change the rank of Emil's Card to level A at the console to the left of the Katz man.



Now that Emil has the rank A Pass Card, he can ride any elevator to any level. Take the time to explore each floor and find all the treasures, then head to the elevator on the left and ride it up to the fourth floor. Head down the hallway and enter the elevator at the end of the path.

IMPOSSIBLE MISSION

Emil and the gang are getting very close to Marta, so close that Tenebrae can even feel her presence on the same floor. Head down the hallway, battle the Vanguard member, and then enter the first door on the left.



Emil is now inside a library that definitely contains more than meets the eye. There are computer consoles and secret levers scattered throughout the room with four places to investigate:

- **Screen on the second story**
- **Between the two computer consoles**
- **Red console**
- **East wall**

After checking out all of these places, Sheena drops down from the ceiling and shows everyone the passageway through the vents.



Walk a straight line through vents and investigate the grate in the alcove at the end of the path. The gang peers through the grate and discovers Marta is below, begging her father to stop what he's doing. Sadly, Marta's pleas fall on deaf ears and her father leaves the room to attend to his nefarious affairs.



Leave this grate behind and continue all the way to the end of the winding path, then climb down the second grate to enter a new hallway. Use the save point, then enter the door just a few steps down the hall. There's a Vanguard member guarding the room, but he should be no problem for a seasoned vet like Emil.



Emil comes to Marta's rescue and frees her from her bonds. Once Marta is free, everyone discusses the best plan of action to stop Brute. Everyone agrees that the only way to end his bloodlust is to free him of Solum's Core, and then maybe he will return to his senses. Grab the **Mythril Sword** from the treasure chest in the upper-left corner of the room and re-enter the hallway and prepare to face Commander Brute.



REALLY, ARE YOU EXPERIENCED?

Commander Brute is ahead and, as you may have guessed, he is probably not going to just hand over the core without a fight. What's worse is that there are still more surprises after Brute that will truly test Emil's battle skills. Make sure to save at the save point in the hallway and be prepared to fight what's coming. If Emil and Marta are above level 50, the next fight should be doable, but still very tough. If you're low on Life Bottles and Gels, return to the traveling tradesmen on the third floor to stock up. Otherwise, head on up the stairs to face Brute. Godspeed, soldier!

Rescue Brute from Solum's Core

DADDY ISSUES

Head down the hallway to the right and Raine, Genis, and Presea. All the teams have survived their ordeals and now it's time to face Commander Brute. Save one last time at the save point to the left before going upstairs to face Brute.



To no one's surprise, Commander Brute is not especially happy to see his daughter so soon. Marta tries to talk her father out of his evil ways, but there is no stopping his madness. Brute decides to reveal his secret once he feels threatened by Emil and Marta's presence. He brings up Regal, wounded and shackled. Commander Brute is demanding that Marta hand over her Centurion cores or else he will kill Regal. Before things get out of hand, Lloyd magically appears and rescues Regal from his bonds. Lloyd helps Regal escape and Emil is left to take on Brute.

Boss Battle

COMMANDER BRUTE

Commander Brute is a tough, Earth elemental mage. The best strategy for this battle is to keep the pressure on him at all times. Nearly all of his attacks are spells, so if Emil or another teammate can cancel his casts with a melee strike, this will make the battle much easier.

Have Marta heal from the sidelines the entire time and keep Emil right by Brute's side. Use Artes, such as Savage Reaper, to break Brute's spells, then keep on attacking from behind. If it looks like Brute is about to successfully pull off a spell, get out of the way as soon as possible. Most of his spells are directional, which means that if Emil can get behind Brute, he should be safe from the blast. If Emil does get hit, though, think about using a Gel to heal him instead of waiting for Marta's slower heals.

Keep dodging Brute's powerful spells, then continue to hack and slash at him from behind. Once Brute's health drops beneath a third of his total HP, he starts to bring out the big spells. Brute uses his Mystic Arte, Ragnarok, to inflict serious damage on all team members. Brute uses Ragnarok without warning, so there is no dodging it. Just know that Ragnarok is coming and that it will reduce most party members' HP to 1. When this happens, heal Emil and Marta as quickly as possible, then pass on heals and gels to other party members.

It is not likely that Brute will cast Ragnarok again, but it is still wise to be prepared for it. Continue to chip away at his health and dodge his Dark magic spells. Eventually, the Commander will fall.



After the battle, Commander Brute is seriously injured, but still alive. Tenebrae grabs Solum's Core and Raine begins to heal Brute's wounds. Marta hatches Solum's Core and her father slowly regains consciousness. Brute reveals how the core was manipulating him and that Richter was behind it. Brute is finally free of Solum's reign, but his condition is only getting worse. Emil and Marta must get him to a hospital or else he may never live to see tomorrow.



Get Commander Brute to a Doctor

TROUBLES AHEAD

Leave Brute's office, save at the save point, and then ride the elevator at the end of the hall down to the lobby of Building Number Two. In the lobby, Emil finds Richter and Lloyd battling for their lives. The fight is not going well for Lloyd and things are beginning to look very grim. Emil steps in and begs for Richter to explain his actions. Richter does not say much, only that he has made up his mind and he is ready to kill Emil.

Boss Battle

RICHTER

Fighting against Richter makes fighting Brute seem like battling a level 1 chirpee. Richter is insanely tough and it is going to take everything in Emil's arsenal to bring him down.

Richter is a world-class swordsman, as well as an expert mage. This means that no one is safe from his attacks wherever they may be on the battlefield. Richter moves extremely fast and has attacks that will temporarily knock out most party members.

Have Emil attack Richter relentlessly. If it looks like he's about to use a spell, use an Arte to try to break his cast. Have Marta constantly heal and use gels often. Try to keep all party members HP near the max; because once party members start dying, it becomes extremely difficult to juggle Life Bottles while simultaneously trying to fend off Richter.

Richter does not wait until his health is low to start using Mystic Artes. Always be ready for Richter's Towering Inferno, which happens multiple times. It will devastate your team. Immediately work on bringing everyone's health back to its max, then continue fighting Richter. Do not worry about item conservation. Use all the gels and Life Bottles you can to survive this fight. If you have the gels to boost Emil's TP, use some Mystic Artes of your own to keep on chipping away at Richter's health. Keep everyone alive long enough and eventually Richter succumbs to his wounds.



After the battle, the truth begins to come out. In a flashback, Emil discovers the truth behind Aster, Richter, and Ratatosk. In a fight to save the world, Aster was killed and then reborn as Ratatosk. The truth is hard to believe, but Emil is Ratatosk.



Chapter 8: Eternal Bond



OBJECTIVE 1

Check In on Commander Brute



OBJECTIVE 2

Attend the Meeting at the Rooftop Gardens



OBJECTIVE 3

Head to the World Tree



OBJECTIVE 4

Talk to the Summon Spirit of the Heart



OBJECTIVE 5

Say Goodbye

ALTAMIRA

Check In on Commander Brute

RESTLESS DREAMS

Emil wakes up in the Altamira Hotel after a series of frightening dreams. Bit by bit, the pieces of Emil's past are starting to fall into place. His connection to Richter and his true identity are becoming clearer, but there are still so many questions to be answered. Leave the hotel room with Tenebrae and talk to

Marta by the elevator. Marta wants Emil to come along to visit her injured father. Take the elevator to Brute's room to check in on the old Commander.



EMPTY POCKETS?

Fighting both Richter and Brute might have put a serious strain on Emil's supplies, so go to the second floor lounge of the hotel to restock all of Emil's missing gels and Life Bottles. Emil is reaching the end of his journey, so loosen those purse strings and buy as many recovery and healing items as you can.



Enter Commander Brute's room and talk to the wounded man, who is currently resting in his bed. Brute thanks Emil for saving his daughter and tries to apologize for his evil acts. Commander Brute has one last request for Emil. Brute wants him to stop Richter from carrying out his plans. Emil was able to best Brute while he was under Solum's power, so he figures that Emil is the only one strong enough to challenge Richter. After the conversation, Emil and Marta run into Presaea, who has very important news for them. Regal and the rest of the gang know where Richter went and they're waiting at the Sky Terrace of the Lezareno Headquarters.



Attend the Meeting at the Rooftop Gardens

CHARTING THE COURSE

Leave the Altamira Hotel and return to the Lezareno Headquarters. Ride the elevator up to the Sky Terrace to meet up with the rest of the gang. Regal reveals that Richter has fled to the Otherworldly Gate where the Ginnungaga is located. It seems that Richter is looking to travel to the Demonic Realm to solicit the aid of demons. Before everyone chases after Richter, Lloyd would like to take Emil to a place where they can shed some light on his identity crisis. Head to the World Tree, located at the Tower of Salvation, to learn more about Emil's past.



TOWER OF SALVATION

Head to the World Tree

THE TREE OF KNOWLEDGE

Lloyd and a special guest are waiting at the Tree for Emil and the rest of the gang. At Lloyd's side is Yuan, the guardian of the World Tree. Emil may recognize him from their first meeting in Asgard. Together, with Lloyd and Yuan, Emil is able to confront the truth behind his identity. Armed with this knowledge, he has to find a way to combine his personality with Ratatosk's. To do that, he must seek the aid of the Summon Spirit of the Heart. With the help of the Rheahards that Yuan just gave Emil, exit to the World Map and head to the Martel Temple where the Summon Spirit of Heart awaits.



THE WORLD CAN WAIT

Now that Emil has Lloyd's Rheahards, he can travel to any previously visited area, as well as some new ones. Emil has some serious challenges laid out before him, so some rest and relaxation might be just what the doctor ordered. Why not visit the Communion Springs to wind down?



WONDER CHEF

Near the entrance to the Communion Springs is a small tent. Head to the entrance of the Spring's building and turn left just before the door to travel on a new path. Head past the trees and examine the tent to discover Wonder Chef. This time, Wonder Chef has a scrumptious recipe for Fried Rice.



SECRET





MARTEL TEMPLE

Talk to the Summon Spirit of the Heart

CHECKIN' IN ON OLD DIRK

Head up the stairs of the Martel Temple and talk to Dirk. He's happy to see his son, but realizes it's not the best time for long reunions. Dirk lets the gang into the temple and then continues his long stay of guarding the grounds. Enter the temple and take the path to the right. From inside the temple, take the stairs down to the secret lower level.



A DEADLY BOARD GAME

Descend the steep stairwell and battle the golem at the bottom. After defeating the beast, notice how its corpse transforms into a large colored cube that can then be pushed into colored holes along the large glass puzzle. Take the green cube and push it through the green hole at the top of the floor. Defeat the other golem on the glass puzzle and then push his blue cube through the blue hole between the rightmost columns.



Slay a third golem on the puzzle board and push its red cube through the hole in the middle of the board. Proceed down the stairs and push the red cube north to create a bridge that takes Emil further into the temple.



PROFITABLE STEP-PING STONES

After creating the bridge to the northern stairwell, return to the puzzle board and create more blocks. Dropping them through the center row creates bridges to the east and west stairs, and allows you to collect prizes from the four treasure chests split between the two corners.

SECRET

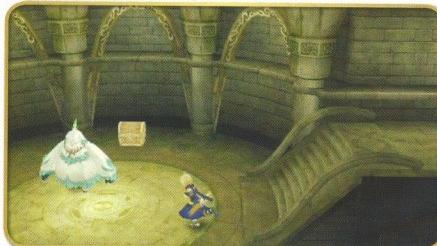


Climb the north stairway and eliminate the crusader blocking Emil's path. Approach the pedestal beyond where the crusader used to be and examine it. Emil does something right because after he examines the pedestal, he can feel the seal of the temple weaken. Before heading back to check on the seal, take the west stairs up from the puzzle board and grab the **Special Gel** at the end of the hallway. After that, return to the puzzle board and then head back to the central hub of the Martel Temple.



THE INNER SANCTUM

From the central hub, proceed north toward where the powerful seal used to be. After Marta gives a heartfelt speech, step onto the glowing platform and warp to another part of the temple. From the smaller platform, jump onto the larger glowing platform and warp to the final chamber of the temple. The path before Emil leads straight toward the Summon Spirit of the Heart. Grab the **All-Divide** from the treasure chest halfway down the hallway, and then continue to fight your way to the Summon Spirit.



Approach the altar and Verius the Summon Spirit appears. He can sense Emil's pain and is able to offer much insight into his inner turmoil. After hearing what Verius has to say, Emil suffers a severe breakdown of his psyche as he can feel the gates of Ginnungagap open. Once Emil is back on his feet, return to the temple entrance and head outside.



Dirk is currently fighting off hordes of the damned, who are ambushing the temple. Run to his aid and help slay the two monsters in the courtyard. Due to the Ginnungagap's opening, monsters are flooding into the world and wreaking havoc. Emil and the gang need to stop Richter as soon as possible, but before they head to Ginnungagap, they must all say goodbyes to their loved ones.



LUIN

Say Goodbye

HOMESICK

Return to Luin and have Emil say goodbye to his foster parents. After bidding farewell, head to the town's plaza to visit "Lloyd the Great." Once Emil has done everything he set out to, return to Altamira to reunite with the gang, then proceed to the Otherworldly Gate to begin the final journey.



THE BEGINNING OF THE END

The trip to the Otherworldly Gate marks the beginning of the end of Emil's incredible quest. If there are any dungeons, quests, or villages you would still like to explore, it would be wise to visit those places before the Otherworldly Gate.



OTHERWORLDLY GATE



OBJECTIVE 1

Travel to Ginnungagap



OBJECTIVE 2

Find Richter



OBJECTIVE 3

Save the Gang from Ratatosk's Trap



OBJECTIVE 4

Stop Richter

Travel to Ginnungagap

ONE-WAY TICKET

The gang has finally arrived at the gateway to the Demonic Realm. Once activated, the Otherworldly Gate can transport everyone to Ginnungagap and bring them one step closer to Richter. Carefully consider whether or not you're ready for this. Emil can return from Ginnungagap to the regular world, but it's not easy. If everyone is prepared to fight the demons that await, say "Yes" to Tenebrae's inquiry and brace yourself for the unexpected.



GINNUNGAGAP

Find Richter

THE DOWNWARD SPIRAL

Follow the downward spiral to the bottom platform. Emil encounters unavoidable enemies that walk up and down the winding path. Slay all of these foes. If they present any difficulty whatsoever, Emil should probably return to previous Temples to level up. As the path diverges, take the lower road and grab the **Blood Lust** breastplate from the treasure chest. Continue all the way down to the bottom and save at the save point. Examine the unknown platform beside the save point—it's an elevator! Ride it down to a lower level.



The elevator comes to grinding halt at the next level and the gang learns of a mysterious seal that is blocking their progress. Emil must find and break it to continue his pursuit of Richter. Leave the platform and explore the outer ring of this floor. At each of the roots, there is a monster guarding it. Defeat the monster and then use the Sorcerer's Ring to break the seal on the root. A monster will appear on the elevator for every seal broken. Once all four seals are broken, attempt to ride the elevator. Defeat the monsters to take the elevator down and repeat the process.



ONE LESS MONSTER TO FIGHT



The two floors with seals are home to an entire zoo's worth of monsters. If Emil likes, he may skip some battles by using the Sorcerer's Ring on the roots from a distance. Doing this also eliminates the monsters that guard them.

Once the gang reaches the bottom level, strange things start to happen. Everyone except Emil and Marta starts disappearing. Lord Ratatosk has set a trap for outsiders and the rest of the gang is imprisoned somewhere in Ginnungagap. Since Lord Ratatosk set up the trap, theoretically, Emil should be able to save them.



Save the Gang from Ratatosk's Trap

RATATOSK'S DEVICES

Add the strongest available monsters to your party and proceed down the path, further into Ginnungagap. Emil and Marta run into Decus and Alice after descending the eerie spiral path. Alice is not too happy to see Marta alive and well, and immediately goes on the offensive. Like the little lap dog he is, Decus willingly follows her into the fight.



Boss Battle

ALICE & DECUS

Alice and Decus are a nearly unstoppable dynamic duo. Alice is a devastating spell caster, while Decus is a terrifying master swordsman. If the battle against these two is not handled with extreme caution, it will spell a rather quick demise for Emil and Marta.

The first objective of this battle is to eliminate Alice as quickly as possible. Her attacks are not nearly as wild and unruly as Decus's, so they should be easier to dodge while Emil hacks away at her. The main attacks from Alice are her Skillful Fingers and A Season in Hell attacks. Both of these have the potential to kill Emil on the spot. Always try to stay behind Alice and use high-level Artes to interrupt her spells. When the Unison Attack gauge is full, utilize Emil's Mystic Artes to inflict heavy damage on Alice. Once she has lost half of her HP, she will most likely resort to her own Mystic Artes. Alice's Mystic Arte Fimbulveir packs a punch just like all others of this variety. There's little in skill that will allow Emil to dodge it, so be prepared and pass out the Lemon Gels in the aftermath, then regroup and continue to pummel Alice until she is defeated.

Defeating Alice is a noble accomplishment, but it's only half the battle. Begin focusing all attacks on Decus and continue to have Marta keep the team afloat. When fighting Decus, it's going to come down to timing and effective dodging. Decus is almost all melee, so be careful whenever a party member is close to him. Have Emil constantly attacking and using Mystic Artes whenever he can. If Emil gets seriously injured, run to the outer limits of the battleground and heal with a Lemon Gel. Decus will also use his Mystic Artes, but this is nothing that the gang hasn't seen before. Counter with Lemon Gels and heals and keep on hacking away at Decus until he succumbs to the blows.

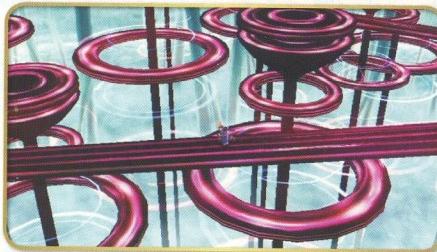


After the battle, things start to get very dramatic. Alice doesn't give up the fight against Marta and begins to attack her. Emil jumps into save the day, but things go south quickly. Decus catches a blade swipe that was meant for Alice. Trying to avenge Decus, Alice attacks Emil only to be felled by Marta. Together, Alice and Decus slip into sweet oblivion. After everything is said and done, grab the **Red Lavender** from the treasure chest in the north corner, then cross the bridge to the left of Emil.



TESTING THE LIMITS

This next area consists of high wire discs connected by monster filled catwalks. Fight through the beasts along the catwalk and have Emil make his way toward the first fork in the road. Follow the catwalk to the right where four treasure chests are hidden along the path. Ultimately, however, this path ends in a dead-end. Return to the fork in the road and continue along the path to the south. Search the alcoves for a treasure chest and a save point, then proceed toward the frozen statues that hold Emil's old teammates.



Stop Richter

AQUA'S LAST STAND

Once Emil frees his teams from the trap that his former self had set, continue down the path toward the Gates of the Ginnungagap. At the end, Aqua appears to set up another road block for Emil. Tenebrae tries to talk her out of her evil ways, but Aqua won't listen. Instead, she unleashes Ladon, a terrifying Hydra, to stop Emil dead in his tracks.



Boss Battle

LADON

After battling Alice and Decus, Ladon should seem like a walk in the park. This three-headed Hydra is equal parts magic and melee mixed into a large, scaly death dealer. The most annoying part of this battle is the Ladon's constant need to teleport, which means excessive running for Emil.

Have two party members work with Emil to constantly attack Ladon from every angle imaginable. This should keep the creature from casting any drastic spells or pulling off any devastating combos. If Ladon is able to inflict serious damage to the team, simply have Marta heal or Emil toss up a couple of Gels. Once Ladon's HP is getting low, use Emil's Mystic Arte to end the battle once and for all.



THE LONG ROAD HOME

Ladon was the final barrier between Emil and Richter—the final boss battle. For this fight, Emil should bring a healthy supply of gels and Life Bottles. If he's low on these supplies, save at the save point ahead, then head all the way back to the Otherworldly Gate and travel to a town that sells them. It's a long way, but those gels may be the difference between victory and defeat later on.

Enter the gateway up ahead and save at the save point, then follow the path and enter Lord Ratatosk's domain. Richter waits inside. When Emil tries to talk him out of his madness, it's clear that there is no chance of saving him. Emil and the gang must fight Richter to stop him.



Boss Battle

RICHTER

This is it... The final battle. Richter has come this far and, as far as he knows, nothing can stop him now. Although this is the second true battle against Richter and many things have stayed the same, Richter also has some new tricks up his sleeve. Emil, however, has also changed. This time he has brought a small army with him, from which he may select some allies. A great team to fight Richter would be Lloyd, Marta, Colette, and Emil. Have Lloyd and Emil constantly attacking while Colette and Marta offer up much needed heals and support spells.

In battle, Richter still employs a mixed bag of swordplay and magic. This time, however, his magic is greatly enforced by the demonic realm, making him a much stronger villain. Like Ladon, Richter will teleport all over the place, instantly dodging most attacks. Teleportation is the least of Emil's worries in this fight, though. Richter has a series of devastating magic and melee attacks that can leave any party member dead in an instant. To counter this, have plenty of Lemon Gels and Life Bottles, and use them constantly.

Richter's most damaging move is actually neither an attack nor a spell. When Richter ignites, flames constantly surround his body. Do not attack with Emil or any other players when the boss is in this fiery state. Instead, use the opportunity to heal all party members, then attack Richter from a safe distance with spells. Once Richter is back to normal, resume the assault.

Attack Richter from behind with a constant barrage of combos, followed by Artes. When Emil's TP is gone, use a gel to replenish it, then continue using high-end Artes. Build up the team's Unison Attack gauge and have Emil use his Mystic Artes. When Richter's health gets low, he starts using his own Mystic Arte, Lord of Flames. This won't kill anyone, but will probably leave most with 1 HP. As always, replenish all HP immediately and continue the assault. If Emil can avoid Richter's deadly sword attacks by running around him and then countering with attacks of his own, the battle will be won.



THE ULTIMATE SACRIFICE

Once Richter has been defeated, it's time for Emil to face his greatest challenge. Lloyd and Marta begin to attack Emil in an effort to free him from his bonds as Lord Ratatosk. Let Lloyd and Marta defeat Emil, then wait for a new battle between Emil and Ratatosk to begin. Ratatosk is has the same skills and HP as Emil, so he shouldn't be too great of a challenge, as long as Emil has a couple gels on hand. Defeat Ratatosk to free Emil from his shackles, then sit back and watch the final movie play. Congratulations!

RATATOSK'S REBELLION

To witness the "bad" ending, defeat Lloyd and Marta instead of letting them defeat Emil.

CARTES

The properties of some of Emil's Base Artes vary based on the skills he has set. For these eight artes, the damage he deals is influenced by the number of allied monsters in his party and in the Katz Guild. For every one monster with the same element as the Base Arte, the damage dealt goes up by 1%. There are eight skills that fall under these rules, and all can be acquired only by proceeding through the game's story.

Skill Affected Base Artes

Name	Acquired	Arte Affected
Venitus	After defeating Wind Master Prime and Axe Beak x2 in the Underground Ruins.	Phoenix Rush
Ignis	After defeating Bartek and Jabber x3 in the Triet Ruins.**	Havoc Strike
Tenebrae	Hatch Tenebrae's core with Marta in the Temple of Darkness.	Demon Fang
Glacies	Sales returns Glacies' Core after returning from Cape Fortress. Marta hatches the core when entering the Temple of Earth.	Blade Fury
Tonitrus	After defeating Condoury and Were Bat x5 in the Temple of Lightning**	Ravaging Tiger
Solum	Defeat Commander Brute in the Lezareno Building Number Two.	Fiend Fusion
Lumen	Acquired from Lloyd in front of the Martel Temple after talking to Verus.	Savage Reaper
Aqua	After defeating Landon at the Ginnungagap.	Raining Fangs

**Learn in Chapter 8 if Lloyd steals the Core.

Artes List

Emil Castagnier



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Demon Fang	5	-	1.2	2	
Description						
Gives the sword a wide swing to release a shockwave. The shockwave has a long range to attack enemies in the distance.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Havoc Strike	5	-	2	1	Y
Description						
Makes a small jump straight up, then descends in a diagonal kick.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ravaging Tiger	5	-	1.5	3	Y
Description						
Tosses the enemy up into the air, then back down. This move is executed quickly and is recommended for counterattacks.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Savage Reaper	5	-	1.8	2	Y
Description						
Strikes forward after swinging the sword. Has a long reach due to the fact you're moving forward as you attack.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Dark Radiance	16	-	2.2	5	
Description						
Throws the enemy up into the air, then back down, unleashing a force wave on impact.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Phoenix Rush	9	-	2.3	2	
Description						
Execute a spinning jump and strike the enemy twice while you have him in the air. Has a long reach straight and forward.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Duel Death	20	-	2	5	
Description						
Execute a forward strike with the sword, then unleash two force waves. You'll only be able to hit with all strikes if the enemy within close range.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Blade Fury	10	-	1.4	4	Y
Description						
Slashes forward three consecutive strikes, then makes a single downward slash straight and forward. The first three hits have a large side-to-side field of influence.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Converging Fury	23	-	2.8	6	
Description						
Slices forward four times, then continues swinging the sword while progressing forward a long way. There are two hits in the forward progression, and they both do very high damage.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Fiend Fusion	7	-	-	-	
Description						
Increases your own movement speed for 45 seconds. While activating the skill, you're unaffected by enemy attacks.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Automatically use an item when an ally is in trouble.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Heavenly Tempest	20	-	4.95	6	
Description						
Makes a diagonal jump forward, then spirals at high speed while in the air to cut down enemies. The second half of this attack moves even faster, dealing more damage in the process.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Raining Fangs	16	-	2.48	4	
Description						
Jump straight up in the air, then unleash a cascade of force wave hits diagonally downward.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Raging Heaven	22	-	2.7	5	
Description						
Slice the enemy high up into the air while executing a persistent series of slashes on them. When the attacks are finished, the enemy is quite far away, making counter difficult.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Swallow Fury	20	-	3.5	5	
Description						
A straightforward piercing strike, which, if it connects, continues a series of slashes to send the enemy into the air. The final blow comes when they come crashing back to earth.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Roaring Tiger	24	-	4.78	8	Y
Description						
A piercing strike, which, if it connects, continues a series of slashes to send the enemy into the air. The final force wave increases the hit count by a large amount.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Light Spear Cannon	20	-	3	5	Y
Description						
Jump forward while slashing wildly to send the enemy into the air, then pursue to unleash a continuous series of strikes.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Raging Thrust	18	-	3.1	3	
Description						
Proceed forward with a series of piercing strikes. If the first strike connects at short range, you can get around behind the enemy to finish the attack.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Sword Rain: Alpha	20	-	3.2	9	Y
Description						
Slices the enemy, then follows up with seven piercing strikes and a final slash. The damage dealt by the first and final attacks is very high.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demon's Rage	21	-	3.6	4	
Description						
After two slashes, execute a kick along with a series of force waves. This attack is hard to hit small-form enemies.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Quake Assault	30	-	13	7	Y
Description						
Unleashes a force wave after slicing through the enemy.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ventus Phoenix Rush	9	Wind 1	4.45	4	-
Description						

Move and spin vertically to slash the enemy with wind.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ignis Havoc Strike	5	Fire 1	3	-	-
Description						

Leap forward to perform a kick surrounded by fire.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tenabara Demon Fang	5	Dark 1	2.3	3	-
Description						

Surround yourself with a shockwave infused with darkness.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Glacies Blade Fury	10	Ice 1	2.4	5	Y
Description						

Perform numerous attacks to shred the enemy with ice.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tonitrus Ravaging Tiger	5	Lightning 1	3.5	5	Y
Description						

Two-part upward and downward slash accompanied by a bolt of lightning. Base arte can be connected from a regular attack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Solum Fiend Fusion	7	Earth 1	4	4	-
Description						

Awaken the power of the beast within while calling upon the earth. Increases own stats.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Lumen Savage Reaper	5	Light 1	3.8	4	Y
Description						

Slash upwards with light, then thrust.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Aqua Raining Fangs	-	Water 1	4	4	-
Description						

Jump and unleash a force wave surrounded by water.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Devil's Maw	-	Dark 0	6.5	10	-
Description						

After jumping high into the air, you strike the ground with your blade to unleash a force wave. The force wave unleashes a series of hits.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Ars Nova	-	-	24	18	-
Description						

Emil and Martha cooperate to attack. Can be used if you meet certain conditions.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Devil's Hellfire	50	Dark 0	30	22	-
Description						

Dash at the enemy, then unleash a blinding fury of strikes when you get close. Next, slam the sword against the ground to unleash force waves.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Ain Soph Aur	100	Light 0	6	-	-
Description						

An attack that follows up Devil's Hellfire if you meet certain conditions.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	First Aid (Prep Time: 4 seconds)	5	Water 1	-	-	-
Description						

Light envelops an ally to restore 30% of their max HP.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Crescent Dance	5	-	1.8	2	Y
Description						

Jump directly forward to encase surrounding enemies in a pair of slashes.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Dancing Swallow	7	-	-	1.6	4
Description						

Follow up three slashes with a kick upwards. Can attack in almost all directions.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Mid)	Barrier	(Prep Time: 6 seconds)	8	Earth 1	-	-
Description						

Increases one ally's P.DF by 30% for 90 seconds.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Swallow Waltz	8	-	2.55	3	Y
Description						

Swing your weapon in an attack, then strike forward with energy collected in your hand.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Recover	(Prep Time: 6 seconds)	12	Water 1	-	-
Description						

Cures one ally of physical ailments. Recommend for use against the dangerous petrified physical ailment.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	Charge	(Prep Time: 4 seconds)	24	Thunder 1	-	-
Description						

Restores 15 TP to one ally. Can also be used to change the element grid.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Heal	(Prep Time: 6 seconds)	20	Water 1	-	-
Description						

Heals one ally to 60% of maximum. The preparation time is fairly long, however. Make sure to use it in advance.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Roaring Phoenix	9	-	2	4	-
Description						

Move forward a great distance while attacking and steal items from the enemies you hit.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tempest Swallow	12	-	2.8	6	-
Description						

Swing your weapon in an attack, then strike forward with energy collected in your hand.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (High)	Resurrection	(Prep Time: 8 seconds)	64	Light 2	-	-
Description						

Raises a KO'd ally and restores them to 30% HP. If they aren't KO'd, restores their HP fully.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						

Automatically use an item when an ally is in trouble.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (Mid)	Steel	10	-	-	-	-
Description						

Increases your own DEX by 30% for 45 seconds.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (Mid)	Photon	(Prep Time: 6 seconds)	34	Light 1	5.6	8
Description						

Shoot a photon of light into the enemy's head, then causes it to explode.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Radiant Gale	14	-	3.2	2	Y
Description						

Send the enemy into the air and then pursue them. This attack knocks the enemy down, making it difficult for them to counter attack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Mid)	Enhance Cast	(Prep Time: 6 seconds)	15	Ice 1	-	-
Description						

Temporarily increases an ally's ATK.

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Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (High)	Prism Sword (Prep Time: 8 seconds)	50	Light 2	7.4	18	-
Description						
Drop a sword of light and then rain down light on the battlefield to deal damage to a wide area.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic (High)	Cure (Prep Time: 8 seconds)	48	Water 2	-	-	-
Description						
Restore one ally's HP to full. The prep time is long, however. Using it in an emergency is not recommended.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Remnant Strike	16	-	3.6	3	-
Description						
Slide into the enemy to throw them into the air, then pursue them to fire energy projectiles into them.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic (High)	Divine Saber (Prep Time: 8 seconds)	52	Light 2	9.4	13	-
Description						
Causes a magical circle to appear at the enemy's feet, then rains lightning down on them to deal damage.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic (High)	Revive (Prep Time: 8 seconds)	96	Light 2	-	-	-
Description						
Automatically resurrects after KO. Targets one ally.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Divine Saber	-	-	8.8	12	-
Description						
Causes a magical circle to appear at the enemy's feet, then rains lightning down on them to deal damage.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Ars Nova	-	-	24	18	-
Description						
Activates if you meet certain conditions. An attack along with Emil.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Radiant Roar	50	-	25	1	-
Description						
Restore all allies' HP by 50% of max, and deal damage to all enemies.						
Richter Abend		Colette Brunel				
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mortal Spring	8	Wind 0	2	2	-
Description						
Use cross-slashes with the sword and ax to drive enemies back quickly. It affects a wide range on either side.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Enduring Summer	18	Fire 0	3	3	-
Description						
Send the enemy into the air and then shoot flames after them, sending them crashing to earth.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mortal Summer	8	Water 1	-	-	-
Description						
Slice down with the ax and shoot out flames. It sends enemies high up into the air.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Novice)	Aqua Edge (Prep Time: 4 seconds)	6	Water 1	2.4	3	-
Description						
Summon three lumps of water, and fire them at the enemy. The lumps pierce through the enemy when they connect.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Novice)	First Aid (Prep Time: 4 seconds)	8	Water 1	-	-	-
Description						
Restore one ally's HP to 30% of max. Takes some time to prepare, so items may be preferable if you need quick healing.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Mid)	Splash (Prep Time: 6 seconds)	22	Water 1	3.6	6	-
Description						
Send water at the enemy's head, which comes down on them in the shape of a dragon. The effect field is wider than it looks.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Darkness (Mid)	Negative Gate (Prep Time: 6 seconds)	32	Dark 1	4.2	7	-
Description						
Create a magical vacuum under the target's feet to draw surrounding enemies in and deal damage to them.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Mid)	Heal (Prep Time: 6 seconds)	20	Water 1	-	-	-
Description						
Restore one ally's HP to 60% of max. It takes longer to cast than First Aid, so make sure to use it in advance.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Enduring Spring	23	Earth 0	3	4	-
Description						
Strike the ax against the ground to unleash a force wave, then attack in a flurry of pierce-slash hits.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mortal Equinox	12	Dark 0	2	3	-
Description						
Send the enemy into the air with the ax, then pursues them by swinging the sword.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic	Tidal Wave (Prep Time: 8 seconds)	60	Water 1	6.4	16	-
Description						
Summon a pool of water at the center of the battlefield to attack a pretty wide area. Only enemies at the center of the battlefield will receive the full hits.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic	Blessed Drops (Prep Time: 6 Seconds)	49	Water 2	9.1	7	-
Description						
Drop masses of water down at the enemy's feet. The bubbles that appear burst to do damage to the enemy.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Pow Hammer	8	-	1.6	1	Y
Description						
Throw a hammer in an arc to deal damage to the enemy. It's normally red, but occasionally you'll throw a yellow hammer that deals double damage.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Item Thief	10	-	2	1	Y
Description						
Swipe forward on the ground to deal damage to the enemy. Steal items from enemies that you hit with the attack.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ray Thrust	5	-	1.3	1	Y
Description						
Throw a chakram straight forward. The range is extremely long, and pierces through enemies it hits.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Pow Pow Hammer	15	-	2.4	4	Y
Description						
Throw four hammers in an arc straight forward. Unlike Pow Hammers, this attack never uses yellow hammers.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Ring Whirlwind	11	-	2.1	3	Y
Description						
Spin in a circle while holding chakrams in both hands. The reach is not very long, but it attacks in all directions.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Grand Chariot	24	-	3.2	3	Y
Description						
Throw two chakrams in a cross formation to pierce through enemies they hit, while also shooting lightning forward.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Automatically use an item when an ally is in trouble.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Holy Song (Prep Time: 7 seconds)	35	Light 2	-	-	-
Description						
Restore all allies' HP by 15%, and increases their P.ATK and P.DEF by 30% for 45 seconds.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Judgement (Prep Time: 6 seconds)	40	Light 2	9	1	-
Description						
Activate nine pillars of light on the battlefield unrelated to enemy location. Whether or not you hit depends on luck, but it's a very powerful attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Triple Ray Thrust	22	-	3.6	3	Y
Description						

I throw three chakrams forward simultaneously to pierce through enemies. The attack's range is extremely long.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Whirlwind Rush	22	-	3.09	6	Y
Description						

Swing a large number of chakrams straight forward, and attacks while rotating.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Grand Cross	62	Light 2	8.4	7	-
Description						

A holy light appears at the enemy's feet, sending them high up into the air while dealing damage the whole time.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Stardust Cross	30	-	3.2	8	-
Description						

Send a ball of stardust diagonally up and forward, which shatters into countless shards to attack enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Holy Song	-	-	-	-	-
Description						

Restore all allies' HP by 15% of max, and increase their physical attack and defense by 30% for 45 seconds.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Holy Judgment	50	Light 0	30	5	-
Description						

A magnificently influenced attack on all enemies. In addition, it restores HP of all allies by 15%, and increases their physical attack and defense by 30% for 45 seconds.

Raine Sage

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	First Aid (Prep time: 4 seconds)	8	Water 1	-	-	-
Description						

Restore one ally's HP by 30% of max. It requires some prep time, so you'll want to prepare it in advance.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	Dispel (Prep time: 4 seconds)	16	Earth 1	-	-	-
Description						

Remove negative magical ailments from one ally. Does not remove positive magical ailments.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	Charge (Prep time: 4 seconds)	24	Lightning 1	-	-	-
Description						

Restore 15 TP to one ally.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Recover (Prep time: 6 seconds)	12	Water 1	-	-	-
Description						

Cures one ally of physical ailments. This is a good technique to use to restore allies from petrified physical ailment.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Mid)	Sharpness (Prep time: 6 seconds)	12	Fire 1	-	-	-
Description						

Increase one ally's physical attack by 30% for 90 seconds. Use it allies whose primary attacks are strike arts.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Mid)	Barrier (Prep time: 6 seconds)	8	Earth 1	-	-	-
Description						

Increase one ally's P DEF by 30% for 90 seconds. Use it allies who fight on the front lines, or on those with low max HP.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (Mid)	Photon (Prep time: 6 seconds)	34	Light 1	5.6	8	-
Description						

Shoot a photon of light into the enemy's head, then causes it to explode.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						

You can use this ability if you meet certain condition. Automatically chooses an item to restore an ally.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (High)	Divine Saber (Prep time: 8 seconds)	52	Light 2	8.8	12	-
Description						

Call lightning down to the area around an enemy to attack. The final lightning bolt has a wide effect field and can damage a lot of enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Healing Circle (Prep Time: 6 seconds)	56	Wind 1	-	-	-
Description						

Restore HP of allies within range during battle, or all allies on the menu screen, by 12% of max HP x 5 times.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (High)	Resurrection (Prep Time: 8 seconds)	64	Light 2	-	-	-
Description						

Restore one KO'd ally at 30% max HP. If used on an ally who is not KO'd, it restores their HP fully.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (High)	Revitalize (Prep Time: 8 seconds)	96	Light 2	-	-	-
Description						

Restore all allies' HP by 10% of max x 7 times. If all of your allies are in a pinch at once, this can be your saving grace.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Revitalize	-	-	-	-	-
Description						

Restore all allies' HP by 10% of max x 7 times. Does not deal damage to enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Sacred Shine	50	Light 0	49	1	-
Description						

An attack that encompasses the area in a great light. Deals big damage to all enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Novice)	Fire Ball (Prep Time: 4 seconds)	7	Fire 1	2.4	3	-
Description						

Fire three balls of fire into the air above you to send after an enemy.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Novice)	Stone Blast (Prep Time: 4 seconds)	7	Earth 1	2.8	4	-
Description						

Raises stones beneath the enemy to send them into the air.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Novice)	Aqua Edge (Prep Time: 4 seconds)	-	Water 1	2.4	3	-
Description						

Fire three piercing balls of water. Get more hits in at point blank range.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Novice)	Wind Blade (Prep Time: 4 seconds)	8	Wind 1	2.7	3	-
Description						

Call up winds in the area around the enemy to attack them. Also sends them into the air.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Ice (Novice)	Ice Needles (Prep Time: 4 seconds)	10	Ice 1	2.4	3	-
Description						

Call three balls of ice to appear above you, then send them at the enemy to throw him into the air.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (Novice)	Lightning (Prep Time: 4 seconds)	9	Lightning 1	3	1	-
Description						

Call lightning down on the enemy's head to deal damage. Has a small attack area.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Mid)	Stalagmite (Prep Time: 6 seconds)	20	Earth 1	4.8	3	-
Description						

Raise sharp rocks and lift the enemy.

| Arte Type | Arte Name | TP | Element |
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Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Auto Item	-	-	-	-	-	
Description Automatically use an item when an ally is in trouble.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Ice (Mid)	Ice Rain (Prep Time: 6 seconds)	30	Ice 1	3.6	9	-	
Description Rain clumps of ice down on the enemy from above. Its attack area is quite large.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Lightning (Mid)	Thunder Blade (Prep Time: 6 seconds)	28	Lightning 1	4.2	4	-	
Description Strike the ground with a sword of lightning, sending a wave up from the ground to deal damage to a wide area.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Earth (High)	Ground Dasher (Prep Time: 8 seconds)	46	Earth 2	6	6	-	
Description Unleash the power of the earth upon enemies. Enemies who are hit may be thrown into the air.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Water (High)	Blessed Drops (Prep Time: 8 seconds)	49	Water 2	9.1	7	-	
Description Burst a number of bubbles at the enemy's feet. Effect area is quite large.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Fire (High)	Flare Tornado (Prep Time: 8 seconds)	48	Fire 2	6	10	-	
Description Call up a flaming storm to deal consecutive hits. Can send enemies high up into the air.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Ice (High)	Absolute (Prep Time: 8 seconds)	46	Ice 2	6.5	13	-	
Description Lower the temperature in the area to freeze enemies and deal damage to them.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Earth (High)	Gravity Well (Prep Time: 8 seconds)	45	Earth 2	6.5	13	-	
Description Put the target enemy at the center of a huge gravity well. Attacks a wide area.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Water (High)	Tidal Wave (Prep Time: 8 seconds)	60	Ice 2	6.5	16	-	
Description Summon a flood at the center of the battlefield. Attacks quite a wide area.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Fire (High)	Explode (Prep Time: 8 seconds)	55	Fire 2	6.5	1	-	
Description Summon a massive blaze to send enemies up into the air, then crashing back to earth.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Lightning (High)	Indignation (Prep Time: 8 seconds)	60	Lightning 2	9	1	-	
Description Call down lightning from above to strike an enemy. Those in the immediate area are also caught up in the effects.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Light (High)	Prism Sword (Prep Time: 8 seconds)	50	Light 2	7.4	18	-	
Description Bring down a sword of light which releases a shower of lasers. Has a very wide effect area.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Fire (High)	Meteor Storm (Prep Time: 8 seconds)	58	Fire 2	6	1	-	
Description Call down nine meteors. Sends enemies flying and crashing back to earth.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Wind (High)	Cyclone (Prep Time: 8 seconds)	50	Wind 2	6.6	12	-	
Description Call up a tornado to carry the enemy and all those in the immediate vicinity high up into the air.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Upsilon	Absolute	-	Ice 0	6.4	4	-	
Description Freeze the target enemy and petrifies them while also dealing damage.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Mystic	Indignation	50	Lightning 0	21	7	-	
Description An attack that calls down the god of thunder to deal damage to all enemies.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Crescent Moon	8	-	1.6	1	-	
Description Execute a kick while doing a back flip to send the enemy into the air and crashing back to earth. Its peripheral effect range is wider than you might think.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Dragon Surge	12	-	4.2	2	-	
Description Run forward a long way and execute a sweep kick, then jump high up into the air while hitting the enemy with a roundhouse kick.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Eagle Dive	8	-	1.8	3	-	
Description Spin in the air and change stance, then drive the enemy down into the ground with a foot.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Arcane	Roaring Havoc	28	-	3.6	1	-	
Description Charge up power before releasing a powerful upward kick, driving enemies back a long way. Can also hit enemies at either side if they're close enough.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Coll	15	-	-	-	-	
Description Increase your own P.Atk by 30% for 50 seconds. You can execute it again after the effect has died out.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Auto Item	-	-	-	-	-	
Description Automatically use an item when an ally is in trouble.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Triple Kick	16	-	2.4	3	-	
Description Send out a flurry of three kicks to strike the enemy. The wide arc of the kick means it affects all enemies in the immediate vicinity.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	White Wolf	18	-	2	2	-	
Description Hit an enemy with aura power to send them flying. This can affect enemies behind you as well, but it's slow to take effect, so can't be used in combos.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Arcane	Dragon Claws	38	-	4	7	-	
Description Unleash a flurry of kicks and ends on a roundhouse kick to drive enemies back. The attack pursues the enemy, making it easy to follow up.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Base	Swallow Dance	16	-	2.4	3	-	
Description Execute three roundhouse kicks while jumping. This can also affect enemies behind you.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Arcane	Triple Rage Kick	26	-	3.6	4	-	
Description Kick with a light hop, then unleash three roundhouse kicks. It's difficult to hit small enemies with this attack.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Arcane	Heavenly Dragon	32	-	3	5	-	
Description Execute a jump kick diagonally upwards and forward. Hard to hit as just a single attack, so best to use as part of a combo.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Arcane	Heaven's Charge	14	-	2	1	-	
Description Quickly dash behind the enemy, then release aura to attack them. Enemies hit by the aura will be knocked down on the ground.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Chi Skill	Life	(Prep time: 8.3 seconds)	48	Light 1	-	-	
Description Restore KO'd ally to 30% of their max HP. If used on a non-KO'd ally, restores their HP completely.							
Arte Type	Arte Name	TP	Element	BP	HIT	Stun	
Chi Skill	Healer	(Prep time: 4.6 seconds)	8	Light 1	-	-	
Description Restore one ally's HP by 30% of max. The casting time is fairly long. Make sure to get it started in advance.							

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Triple Kick & White Wolf	-	-	4.4	5	-
Description						

Draw close to the enemy to unleash three consecutive roundhouse kicks followed by a aura blast.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Final Fury: Hungry Wolf	50	-	30	8	-
Description						

Jump high into the air and then drive back down to the ground. Next, unleash a flurry of kicks, which simultaneously unleash shockwaves.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Pyre Seal	15	-	2.5	1	Y
Description						

Swing cards around to attack and send enemies to the ground. Attack in all directions, but the reach behind you is fairly short.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Power Seal	5	-	0.8	1	Y
Description						

Swing cards to send enemies in the immediate area flying, with 50% chance of lowering the enemies P:DEF by 30%. Effect time is 60 seconds.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Life Seal	15	-	1.4	1	Y
Description						

Spin once while swinging cards, to send enemies flying. 10% of damage dealt is taken to restore your own HP.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mirage Seal	5	-	0.8	1	Y
Description						

Swing cards to send surrounding enemies flying, with a 50% chance of reducing enemies' dexterity by 30%. Effect time is 60 seconds.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Spirit Seal	15	-	1.4	1	Y
Description						

Swing once to send an enemy flying. 3% of the damage dealt is taken to restore your own TP.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	
Description						

Can be used if you meet certain conditions. Item is chosen automatically from your restorative items.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Serpent Seal	5	-	0.8	1	Y
Description						

Swing cards to send surrounding enemies flying, with a 50% chance of lowering their movement speed by 30%. Effect time is 60 seconds.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demon Seal	35	Light 0	3	1	Y
Description						

Spin to attack in all directions and send enemies flying. Enemies hit will take damage when they strike the ground below.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Cyclone Seal	35	Wind 1	3.85	2	Y
Description						

Throw cards into the ground at the enemy's feet, which pursue after sending him flying into the air. Can attack an enemy no matter how far away they are, and it unleashes quickly. Use it whenever you like.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Mirage Seal & Demon Seal	-	Light 0	4.8	3	Y
Description						

Get close to the enemy and swings two cards to attack, then spins once to deal damage with a final attack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Quasi Seal	50	S1	1	-	
Description						

Jump high into the air, then spread countless cards over the field to attack all enemies.

Zelos Wilder



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Demon Fang	4	-	1.2	2	Y
Description						

Send a shockwave sliding straight forward along the ground. The range is extremely long, and it can attack even distant enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Sonic Thrust	5	-	1.4	1	Y
Description						

Drive straight forward and strike out with the sword, to drive enemies back. It has a narrow attack sphere on either side as well.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Light Spear	18	-	2.2	8	-
Description						

Spin and rise in the air to raise enemies upwards, then suddenly drop them to the ground while running them through with the sword. Only enemies at point blank range will take full hits.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Severing Wind	18	Wind 0	3.3	6	Y
Description						

Rise straight up while spinning. Throw enemies high up into the air, then smash them back into the ground.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						

Automatically use an item when an ally is in trouble.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Novice)	Fire Ball (Prep Time: 4 seconds)	7	Fire 1	2.4	3	-
Description						

Create three balls of flame above your head, then sends them flying at the enemy.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Novice)	Stone Blast (Prep Time: 4 seconds)	7	Earth 1	2.6	4	-
Description						

Send rocks spinning out of the earth at your enemy's feet. Enemies hit by the attack are sent flying.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Novice)	Wind Blade (Prep Time: 6 seconds)	9	Lightning 1	3	1	-
Description						

Rain a lightning bolt down on your enemy to deal damage. Has a fairly wide effect field.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Mid)	Eruption	24	Fire 1	4	5	-
Description						

Summon an explosion from beneath the enemy's feet to blow them into the air, dealing successive damage.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Mid)	Turbulence (Prep Time: 6 seconds)	22	Wind 1	5.1	3	-
Description						

Summon a burst of wind to throw the enemy into the air. The effect field is wide enough to pull nearby enemies into its effect.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (Mid)	Thunder Blade (Prep Time: 6 seconds)	28	Lightning 1	4.2	4	-
Description						

Drive an electrified sword into the ground, electrocuting the surrounding enemies. Has a wide attack radius.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	First Aid (Prep Time: 4 seconds)	8	Water 1	-	-	-
Description						

Restore 30% of one ally's max HP. This has the shortest preparation time of all healing spells.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Hell Pyre	22	Fire 0	3	3	Y
Description						

Slice the enemy with the sword, then raise them up a little before releasing a jet of fire. The initial strike can only connect with enemies who are directly adjacent.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Lightning Blade	22	Lightning 1	3.3	2	Y

Description
Pierce the enemy with the sword, then call down lightning into it. The lightning effect won't occur unless the first hit connects with the enemy.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Light Spear Cannon	26	-	3.3	6	-

Description
Rotate while jumping in the air to unleash an attack, then lash out with a series of successive hits straight forward.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Mid)	Stalagmite (Prep Time: 6 seconds)	20	Earth 1	4.8	3	-

Description
Summon a cluster of spiked boulders from under the enemy's feet to send the enemy flying.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Healing Wind (Prep Time: 6 seconds)	35	Wind 1	-	-	-

Description
Restore the HP of allies within the effect field by 9% of max x 5 times. If used on the menu screen, it heals all allies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demon Spear	30	-	3.5	7	Y

Description
Release a shockwave with the sword to send enemies flying, then pursues them with a spinning attack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Judgment (Prep Time: 6 seconds)	40	Light 2	9	1	-

Description
Summon nine pillars of light across a wide area on the battlefield. You may or may not hit anyone with them, but they are very powerful.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Union	Sonic Thrust & Light Spear Cannon	-	Lightning 0	4.2	7	Y

Description
Draw close to the enemy and pierce them with the sword, then chain spin attacks before thrusting into them one last time.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Shining Bind	20	Earth 1	4.8	3	-

Description
Fly high into the air, then electrify all enemies to deal damage with this attack.

Presea Combatir

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Destruction	6	Earth 1	2.1	6	-

Description
Strike the earth with the ax to send shards of rock flying. The shards fly in a wide area, so the attack has the potential to strike multiple enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Punishment	5	-	1.75	1	-

Description
Spin around once with ax outstretched. Attack in all directions, but there's a time gap before and after the attack is used, making it difficult to use effectively.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Dual Punishment	16	-	2.5	2	-

Description
Spin around twice with ax outstretched. This move fires off rather slowly, but both spins drive back enemies, which makes it hard for them to counterattack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Rising Punishment	28	-	3.5	4	-

Description
Spin around four times with ax outstretched. The attack causes you to move forward, meaning that even enemies standing some ways in front of you can get caught up in it.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Infliction	4	-	1.5	1	Y

Description
Swing the ax in a crescent to throw enemies a little ways into the air. The attack hits on the sides more than you would expect, and the move activates quickly, making it excellent for counterattacks.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Resolute Infliction	15	-	2.75	2	Y

Description
Swing the ax to smack enemies into the air, then hit them with a follow up before they hit the ground. Like Infliction, this move fires off quickly, making it easy to use whenever you like.



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Devastation	8	-	2	1	Y
Description						
Jump forward and smack the ax into the ground. The shockwave generated by this attack doesn't hurt the enemy.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Mass Devastation	12	Earth 1	3.6	5	Y
Description						
Leap forward and strike the earth below to start an avalanche. The shockwave generated has a large attack field, making it useful in a chaotic battle.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Punishing Beast	14	-	5	2	Y
Description						
Swing the ax around, then release aura to drive enemies back and send them to the ground. This attack can even reach the back rows of enemies.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Automatically use an item when an ally is in trouble.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Infinite Destruction	38	Earth 1	3	15	-
Description						
Strike the ax against the ground to throw a shower of rocks straight ahead, then pull the ax out to unleash another shower of rocks.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Eternal Damnation	20	Earth 1	4.5	11	-
Description						
Throw rocks straight ahead, then jump and smash the ax into the ground to send out shockwaves over a large area.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Infliction & Destruction	-	Earth 0	4.8	6	Y
Description						
Swing the ax in an arc, then smash the ax powerfully into the ground. This attack can also summon shockwaves.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Crimson Devastation	50	Earth 0	50	2	-
Description						
Strike the ax into the ground, jump, then smash the ax down even more powerfully again to summon an eruption of fire.						

Lloyd Irving

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Demon Fang	4	-	1.2	2	-
Description						
Unleash a long-range shockwave. The sword itself can also hit the enemy, so if you use it while you're close enough you can get two hits in.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Double Demon Fang	16	-	2.4	4	-
Description						
Release a shockwave with the sword in your left hand, then another with the one in your right. This move is like releasing two Demon Fang attack at once.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Blazing Tempest	8	Fire 1	2	4	-
Description						
Jump straight ahead, then spin at high velocity, gathering fire to cut down enemies. This attack can easily hit many enemies at once.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Rising Phoenix	32	Fire 1	3.5	2	-
Description						
Dive quickly from midair with your sword bathed in flames. The final strike has a wide peripheral effect field, making it easy to hit many enemies at once.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Automatically use an i+tem when an ally is in trouble.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Sword Rain & Raging Beast	-	Fire 0	5.7	9	Y
Description						
After jumping high into the air, you strike the ground with your blade to unleash a force wave. The force wave unleashes a series of hits.						
Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Divine Justice	50	Fire 0	50	1	-
Description						
Leap high into the air, then release aura from both swords to smash into the ground.						

Items & Equipment

CONSUMABLES

APPLE GEL		
Buy Price	Sell Price	Main Location
96	48	Luin shop, Asgard shop
Effect		

Restores 30% of maximum HP.

LEMON GEL		
Buy Price	Sell Price	Main Location
966	483	Flanior shop, Meltokio shop
Effect		

Restores 60% of maximum HP.

ORANGE GEL		
Buy Price	Sell Price	Main Location
288	144	Luin shop, Asgard shop
Effect		

Restores 30% of maximum TP.

PINEAPPLE GEL		
Buy Price	Sell Price	Main Location
1874	937	Meltokio shop, Sybaka shop
Effect		

Restores 60% of maximum TP.

MELANGE GEL		
Buy Price	Sell Price	Main Location
660	330	Luin shop, Palmacosta shop
Effect		

Restores 30% of maximum HP and TP.

MIRACLE GEL		
Buy Price	Sell Price	Main Location
21930	10965	Katz' Village shop, Martel Church treasure chest
Effect		

Restores 60% of maximum HP and TP.

SPECIAL GEL		
Buy Price	Sell Price	Main Location
42900		Martel Temple treasure chest, Synthesis
Effect		

Completely recovers all HP and TP.

SPECIFIC		
Buy Price	Sell Price	Main Location
2155		Temple of Earth treasure chest, Synthesis
Effect		

Restores 30% of maximum HP to everyone in the party.

TREAT		
Buy Price	Sell Price	Main Location
4543		Temple of Earth treasure chest, Synthesis
Effect		

Restores 30% of maximum TP to everyone in the party.

LOTTERY GEL		
Buy Price	Sell Price	Main Location
5300	2650	Temple of Darkness shop, Cape Fortress shop
Effect		

Random effect occurs with each gel.

SAGE		
Buy Price	Sell Price	Main Location
	11	Underground Ruin treasure chest, stolen from Amanita
Effect		

Maximum HP increases by 10.

BLUE SAGE		
Buy Price	Sell Price	Main Location
	110	Stolen from Ice Titan, Synthesis
Effect		

Maximum HP increases by 20.

RED SAGE		
Buy Price	Sell Price	Main Location
	1840	Lezareno Building Number Two treasure chest, Quest Reward (Rank S)
Effect		

Maximum HP increases by 30.

SAVORY		
Buy Price	Sell Price	Main Location
	7	Stolen from Manitou and Pale Rider
Effect		

Maximum TP increased by 10.

BLUE SAVORY		
Buy Price	Sell Price	Main Location
	184	Temple of Earth treasure chest, Synthesis
Effect		

Maximum TP increases by 20.

RED SAVORY		
Buy Price	Sell Price	Main Location
	1684	Lezareno Building Number Two, Quest Reward (Rank S)
Effect		

Maximum TP increases by 30.

LAVENDER		
Buy Price	Sell Price	Main Location
	16	Stolen from Hilstar and Asrai
Effect		

Increase physical attacks by 1.

BLUE LAVENDER		
Buy Price	Sell Price	Main Location
	144	Balacuf Mausoleum treasure chest, Quest Reward (Rank B)
Effect		

Increase physical attacks by 2.

RED LAVENDER		
Buy Price	Sell Price	Main Location
	1405	Ginnungagap treasure chest, Quest Reward (Rank S)
Effect		

Increase physical attacks by 3.

VERBENA		
Buy Price	Sell Price	Main Location
	9	Dynasty Ruins treasure chest, Stolen from Bartek
Effect		

Increase magic attacks by 1.

BLUE VERBENA		
Buy Price	Sell Price	Main Location
	148	Stein from Bastilage, Quest Reward (Rank B)
Effect		

Increase magic attacks by 2.

RED VERBENA		
Buy Price	Sell Price	Main Location
	1277	Ginnungagap treasure chest, Quest Reward (Rank S)
Effect		

Increase magic attacks by 3.

CHAMOMILE		
Buy Price	Sell Price	Main Location
	4	Iseia Human Ranch treasure chest, Stolen from Corduroy
Effect		

Physical defense increased by 1.

BLUE CHAMOMILE		
Buy Price	Sell Price	Main Location
	131	Balacuf Mausoleum treasure chest, Synthesis
Effect		

Physical defense increased by 2.

RED CHAMOMILE		
Buy Price	Sell Price	Main Location
	1915	Quest Reward (Rank S), Synthesis
Effect		

Physical defense increased by 3.

BASIL		
Buy Price	Sell Price	Main Location
	8	Stolen from Garuda and Habetrot.
Effect		

Magic defense increased by 1.

BLUE BASIL		
Buy Price	Sell Price	Main Location
	173	Stolen from Dogma, Synthesis
Effect		

Technical defense increased by 2.

RED BASIL		
Buy Price	Sell Price	Main Location
	1802	Ginnungagap treasure chest, Quest Reward (Rank S)
Effect		

Magic defense increased by 3.

SAFFRON		
Buy Price	Sell Price	Main Location
	18	Quest Reward (Rank D), Stolen from Arachne.
Effect		

Dexterity increased by 1.

BLUE SAFFRON		
Buy Price	Sell Price	Main Location
	133	Stolen from Kosh and Popsicle
Effect		

Dexterity increased by 2.

RED SAFFRON		
Buy Price	Sell Price	Main Location
	1312	Quest Reward (Rank S), Synthesis
Effect		

Dexterity increased by 3.

UNDINE'S WHISPER		
Buy Price	Sell Price	Main Location
1530	765	Asgard shop, Palamcosta shop
Effect		

Teaches the monster the "First Aid" technique.

UNDINE'S AFFECTION		
Buy Price	Sell Price	Main Location
3060	1530	Flanio shop, Melkio Shop
Effect		

Teaches the monster the "Heal" technique.

SYLPH'S CIRCLE		
Buy Price	Sell Price	Main Location
	1530	Quest Reward (Rank A), Synthesis
Effect		

Teaches the monster the "Healing Circle" technique.

VOLT'S WHIM		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank C), Synthesis
Effect		

Teaches the monster the "Charge" technique.

UNDINE'S CHARITY		
Buy Price	Sell Price	Main Location
	1530	Stolen from Siren, Synthesis
Effect		

Teaches the monster the "Recover" technique.

GNOME'S FLIP-OUT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank C), Synthesis
Effect		

Teaches the monster the "Dispel" technique.

EFREE'S HELP		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B)
Effect		

Teaches the monster the "Sharpness" technique.

GNOME'S DUST		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B), Synthesis
Effect		

Teaches the monster the "Barrier" technique.

ASKA'S EMBRACE		
Buy Price	Sell Price	Main Location
	1530	Stolen from Lalilah, Synthesis
Effect		

Teaches the monster the "Resist" technique.

SHADOW'S LANGUAGE		
Buy Price	Sell Price	Main Location
	1530	Stolen from Aello, Synthesis
Effect		

Teaches the monster the "Scare Shot" technique.

EFREE'S HAMMER		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B), Synthesis
Effect		

Teaches the monster the "Eruption" technique.

EFREE'S ANGER		
Buy Price	Sell Price	Main Location
	2295	Gladheim treasure chest, Stolen from Vroom
Effect		

Teaches the monster the "Meteor Swarm" technique.

UNDINE'S TEARS		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B)
Effect		

Teaches the monster the "Splash" technique.

SYLPH'S MISCHIEF		
Buy Price	Sell Price	Main Location
	1530	Dropped by Wind Master Prime, Synthesis
Effect		

Teaches the monster the "Turbulence" technique.

GNOME'S DANCE		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B), Synthesis
Effect		

Teaches the monster the "Stalgmate" technique.

GNOME'S FRUSTRATION		
Buy Price	Sell Price	Main Location
	2295	Quest Reward (Rank S)
Effect		

Teaches the monster the "Gravity Well" technique.

VOLT'S MELANCHOLY		
Buy Price	Sell Price	Main Location
	1530	Stolen from Galf Beast, Synthesis
Effect		

Teaches the monster the "Thunder Blade" technique.

CELSIUS' SIGH		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank A), Synthesis
Effect		

Teaches the monster the "Idle Rain" technique.

LUNA'S PUNISHMENT		
Buy Price	Sell Price	Main Location
	2295	Quest Reward (Rank S), Gladheim treasure chest
Effect		

Teaches the monster the "Prism Sword" technique.

SHADOW'S WALK		
Buy Price	Sell Price	Main Location
	1530	Stolen from Hippogryph, Synthesis
Effect		

Teaches the monster the "Negative Gate" technique.

MESSAGE: STRENGTH		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank A), Quest treasure chest (Rank B)
Effect		

Teaches the monster the "HP Increase 2" skill.

MESSAGE: MENTAL		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank S), Stolen from Ravenous
Effect		

Teaches the monster the "TP Increase 2" skill.

MESSAGE: WARLORD		
Buy Price	Sell Price	Main Location
	765	Quest treasure chest (Rank A)
Effect		

Teaches the monster the "P.ATK Increase 2" skill.

MESSAGE: SAGE		
Buy Price	Sell Price	Main Location
	765	Stolen from Oannes
Effect		

Teaches the monster the "M. ATK increase 2" skill.



	MESSAGE: STRONGHOLD		
Buy Price	Sell Price	Main Location	
	765	Dropped by Antesterian	
Effect	Teaches the monster "P. DEF Increase 2".		
	MESSAGE: FORTRESS		
Buy Price	Sell Price	Main Location	
	765	Quest treasure chest (Rank A), Quest treasure chest (Rank S)	
Effect	Teaches the monster "M. DEF Increase 2".		
	MESSAGE: ARTIST		
Buy Price	Sell Price	Main Location	
	765	Stolen from Requiem	
Effect	Makes monster learn skill "DEX Increase 2".		
	MESSAGE: FATAL BLOW		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank A), Gladheim treasure chest	
Effect	Makes monster learn skill "Critical 2".		
	MESSAGE: HAWKEYE		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank B), Gladheim treasure chest	
Effect	Makes monster learn skill "Item Finder 2".		
	MESSAGE: NEAR DEATH		
Buy Price	Sell Price	Main Location	
	765	Stolen from Hawk	
Effect	Makes monster learn skill "Recall".		
	GREY MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank D), Dropped by Hirsuta	
Effect	EXP increase by 500.		
	WHITE MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Temple of Ice treasure chest, Left by Nixie	
Effect	EXP increase by 1000.		
	YELLOW MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank D), Dropped by Munyukion	
Effect	EXP increase by 3000.		
	PEACH MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank B), Dropped by Skiphorion	
Effect	EXP increase by 5000.		

	SCARLET MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Dropped by Hekatombalon, Left by Padfoot	
Effect	EXP increase by 8000.		
	AZURE MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank A), Dropped by Metageitnion	
Effect	EXP increase by 15000.		
	PURPLE MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Dropped by Maimakterion, Left by Pied Piper	
Effect	EXP increase by 30000.		
	SILVER MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Quest Reward (Rank S), Dropped by Boedromion	
Effect	EXP increase by 50000.		
	GOLD MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Gladheim treasure chest, Stadium Special Prize	
Effect	EXP increase by 70000.		
	RAINBOW MANUSCRIPT		
Buy Price	Sell Price	Main Location	
	765	Dropped by Poseidon, Stolen from Magnar (B)	
Effect	EXP increase by 100000.		
	POISON BOTTLE		
Buy Price	Sell Price	Main Location	
	266	Luin shop, Asgard shop	
Effect	Recover from poison status.		
	PARALYZE BOTTLE		
Buy Price	Sell Price	Main Location	
	240	120	Asgard shop, Iselia shop
Effect	Recover from paralyzed status.		
	STONE BOTTLE		
Buy Price	Sell Price	Main Location	
	240	120	Hakonesia Peak shop, Tret shop
Effect	Recover from petrified status.		
	WEAK BOTTLE		
Buy Price	Sell Price	Main Location	
	288	144	Palmacosta shop, Tret shop
Effect	Recover from weakened status.		

	VIRUS BOTTLE		
Buy Price	Sell Price	Main Location	
	400	200	Hakonesia Peak shop, Tret shop
Effect	Recover from sick status.		
	SEAL BOTTLE		
Buy Price	Sell Price	Main Location	
	264	132	Hima shop, Iselia shop
Effect	Cures sealed ailes.		
	SHOCK BOTTLE		
Buy Price	Sell Price	Main Location	
	384	192	Hima shop, Tret shop
Effect	Cures shock.		
	CURE BOTTLE		
Buy Price	Sell Price	Main Location	
	632	316	Communion Spring Shop, Left by Caerurea
Effect	Cures physical ailments.		
	DINEI BOTTLE		
Buy Price	Sell Price	Main Location	
	534	267	Katz Village shop, Left by Griffin
Effect	Cures magical ailments.		
	PANACEA BOTTLE		
Buy Price	Sell Price	Main Location	
	1000	500	Iselia Human Ranch shop, Flanor shop
Effect	Recover from all abnormal status & status changes.		
	SYRUP BOTTLE		
Buy Price	Sell Price	Main Location	
	480	240	Katz Village shop, Left by Wolf Heddin
Effect	Gains resistance against physical ailments for one minute.		
	NECTAR BOTTLE		
Buy Price	Sell Price	Main Location	
	970	485	Katz Village shop
Effect	Gains resistance against magical ailments for one minute.		
	LIFE BOTTLE		
Buy Price	Sell Price	Main Location	
	512	256	Luin shop, Asgard shop
Effect	Revives a member. The revived gains 30% of their maximum HP.		
	ALL-DIVIDE BOTTLE		
Buy Price	Sell Price	Main Location	
	11507		Balacruf Mausoleum treasure chest, Stolen from Aramis.
Effect	Reduces damages to half for both your party and enemies for one minute during battle.		

WEAPONS

Emil Castagnier



BRONZE SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
130	65	24	-	Starting Equipment, Luin shop

Effect



IRON SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
236	118	52	-	Asgard shop, Hima shop

Effect



SMALL SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
754	377	79	-	Palimacosta, Quest Reward (Rank D)

Effect



LONG SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1500	750	107	-	Iseffa shop, Dynasty Ruins treasure chest

Effect



BROADSWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2200	1100	135	-	Triet shop, Triet Ruins treasure chest

Effect



HUNTING SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	1860	163	-	Camberto Cave treasure chest, Quest Reward (Rank C)

Effect

VS Beast.



GREAT SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5190	2595	190	-	Flanoir shop, Melotto shop

Effect

Regenerate 2, Critical 2, Fire Element.



RIOT SPIKE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	190	-	-	Synthesis

Effect

Regenerate 2, Critical 2, Fire Element.



GOLD SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8154	4077	218	-	Melotto shop, Sybak shop

Effect

Cast Delay Attack 2.



ECHO TRACER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	218	-	Synthesis

Effect

Critical 2, Accelerate, Light Element.



BLACK SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	6558	246	-	Temple of Lightning, Quest Reward (Rank A)

Effect



BASTARD SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
17856	8928	273	-	Altamira shop, Toize Valley Mine treasure chest

Effect

P. DEF Decrease Attack 2.



VILE REQUIEM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	273	-	Synthesis

Effect

Relax 1, Critical 2, Ice Element.



KNIGHT'S SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
22032	11016	301	-	Mizuho shop

Effect

VS Ghost 2.



MYTHRIL SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	23112	329	-	Tezarenco Company Building Number Two treasure chest, Synthesis

Effect

VS Magical Being 2.



MIND SLICER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	357	-	Grimmungap treasure chest

Effect

Spirit Drain 2, A. ATK Decrease Attack 1, Sick Attack 1.



DEMONIC TORMENT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	384	-	Synthesis

Effect

Speed Decrease Attack 2, VS Dragon 3, EXP Minus 1.



SOUL BLAST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	412	-	Underground Ruins treasure chest

Effect

Life Drain 2, Life Charge, Weak Attack 1.



MESMERIC TRANCE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	495	-	Gladsheim

Effect

Poison Attack 3, HP Decrease 1.



NETHER TRAITER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	551	-	Dropped by Album Atrum

Effect

Regenerate 3, Accelerate.

Marta Lualdi

BRONZE SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
146	73	16	22	Starting Equipment, Luin shop
Effect				

IRON SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
308	154	35	47	Asgard shop, Hima shop
Effect				

IVORY SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
792	396	54	71	Palmacosta shop, Synthesis
Effect				

GOTHIC SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1552	776	73	96	Isella shop, Dynasty Ruins treasure chest
Effect				

SILVER SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2632	1316	92	122	Triet shop, Isella Human Ranch treasure chest
Effect				

CORAL SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4150	2075	111	147	Brodil shop, Synthesis
Effect				

DEMONIC SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5400	2700	129	171	Flanor shop, Camberto Caves treasure chest
Effect				

GOLD SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8846	4423	148	196	Meltokio shop, Temple of Ice treasure chest
Effect				

WAR CHARIOT				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	148	196	Synthesis
Effect				

BLACK SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
14362	7181	167	221	Sybak shop, Cape Fortress treasure chest
Effect				

CLOCK SPINNER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	167	221	Synthesis
Effect				

Cast Delay, Attack 2, Run Away.

DRAGON SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
19314	9657	186	246	Altamira shop, Temple of Earth treasure chest
Effect				

VS Free Form 2.

UNICORN SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
22648	11424	205	271	Mizuho shop
Effect				

VS Demon 2.

DARK SPHERE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	205	271	Synthesis
Effect				

Sleep Attack 2, Darkness Element.

MYTHRIL SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
24192	224	296	-	Lezareno Company Building Number Two, Synthesis
Effect				

VS Magical Being 2.

ENERGY ARC

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	224	296	Synthesis
Effect				

Relax 1, Lightning, Lightning Element.

RETRIBUTION

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	242	320	Underground Ruins treasure chest
Effect				

EXP Minus 2, Mental Charge, TP Increase 2.

TRICK BIND

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	299	395	Gladheim treasure chest
Effect				

Delay, Concentrate 2, Speed Decrease Attack 2.

MILLSTONE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	371	280	Gimnungagap treasure chest
Effect				

P DEF Decrease Attack 2, Stone Blast.

KISMET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	375	496	Dropped by Album Atrium (B)
Effect				

Happiness 2, Resurrect, Light Element.

Richter Abend

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	190	190	Chapter 1 sub-event equipment
Effect				

Life Drain, Spirit Drain 1, Speed Cast 1, Fire Element.

Colette Brunel

Sheena Fujibayashi

CHAKRAM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	111	111	111	Starting equipment for Chapters 2, 5, and 7

Effect:

ANGEL'S HALO

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	299	299	299	Starting equipment for Chapter 8

Effect:

Concentrate 2, A. ATK Increase 2, LUCK Increase 2.

Raine Sage

Zelos Wilder

ROD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	92	92	92	Starting equipment for Chapters 3, 4, and 7

Effect:

CRYSTAL ROD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	242	242	242	Starting equipment for Chapter 8

Effect:

Relax, Regenerate, Resist P. Ailments 1.

Genis Sage

Presea Combatir

NOVA

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	79	79	79	Starting equipment for Chapters 3, 4, and 7

Effect:

ONE WORLD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	301	301	301	Starting equipment for Chapter 8

Effect:

Spirit Charge, HP Increase 2, TP Increase 2.

Regal Bryant

SILVER SWORD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	107	107	107	Starting equipment for Chapters 4, 5, and 6

Effect:

-

DYNAST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	329	329	-	Starting equipment for Chapter 8

Effect:

Critical 2, Lure 2, HP Increase 2.

FRANCESCA

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	148	-	Starting equipment for Chapters 6 and 7

Effect:

-

GALA CLEAVER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	395	-	Starting equipment for Chapter 8

Effect:

Earth Element, P. DEF Decrease Attack 2, P. ATK Increase 2.

Lloyd Irving

GAGNRAD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	384	-	-	Starting equipment for Chapter 8

Effect:

-

LEATHER GREAVES

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	107	-	-	Starting equipment for Chapters 4, 5, and 6

Effect:

-

DYNAST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	329	-	-	Starting equipment for Chapter 8

Effect:

Critical 2, Lure 2, HP Increase 2.

	<h1>ARMOR</h1>			
	Emil Castagnier			
	LEATHER PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
174	87	11	6	Starting equipment, Luin shop
Effect	-	-	-	-
	IRON PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
22	13	-	-	Asgard shop, Hima shop
Effect	-	-	-	-
	CHAIN PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
856	428	33	19	Palimcosa shop, Quest Reward (Rank D)
Effect	-	-	-	-
	SCALE PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1638	819	44	26	Iselia shop, Trier shop
Effect	-	-	-	-
	SILVER PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2484	1242	55	32	Trier shop, Iselia Human Ranch treasure chest
Effect	-	-	-	A. ATK Increase 1.
	HALF PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4140	2070	66	38	Izold shop, Flanior shop
Effect	-	-	-	-
	BATTLE PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5400	2700	76	44	Flanior shop, Meltokio shop
Effect	-	-	-	-
	STRANGE BLUE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	82	142	-	Underground Ruins treasure chest
Effect	-	-	-	TP Increase 2, A. DEF Increase 2.
	LIGHT PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8960	4480	87	50	Meltokio shop, Temple of Ice treasure chest
Effect	-	-	-	-
	BLACK PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
13544	6722	98	57	Sybak shop, Altamira shop
Effect	-	-	-	Delay, Lure 3, P. ATK Increase 2.
	LAWFUL LIGHT			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	98	57	Synthesis
Effect	-	-	-	Life Charge, Increases Darkness resistance by 50%, Increases Sleep resistance by 30%.
	ROYAL PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
19214	9657	109	63	Altamira shop, Synthesis
Effect	-	-	-	A. DEF Decrease 2.
	RARE PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
24002	12001	120	70	Mizhu shop
Effect	-	-	-	Item Pro.
	POWER DRIVE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	120	70	Synthesis
Effect	-	-	-	Critical 2, HP Decrease 2, P. ATK Increase 3.
	MYTHRIL PLATE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	24192	131	76	Building Number Two treasure chest.
Effect	-	-	-	TP Increase 2.
	PAIN KILLER			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	131	76	Synthesis
Effect	-	-	-	A. DEF Decrease, P. DEF Decrease.
	SOLITUDE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	142	82	Synthesis
Effect	-	-	-	HP Increase 2, P. DEF Increase 2.
	INCINERATOR			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	152	88	Gladheim treasure chest.
Effect	-	-	-	Increases Paralysis resistance by 30%, Increases Ice resistance by 50%, P. ATK Increase 1.
	BLOOD LUST			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	175	102	Gimungap treasure chest.
Effect	-	-	-	Life Drain 1, Spirit Drain 1, Decreases LUCK.
	LION HEART			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	218	126	Twilight Palace treasure chest.
Effect	-	-	-	Delay, Lure 3, P. ATK Increase 2.
	BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
70	35	2	1	Luin shop, Lake Sino Cave
Effect	-	-	-	-

	LEATHER BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
152	76	4	2	Asgard shop, Hima shop	
Effect					
-					
	CUSTOM BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
342	171	5	3	Palmacosta shop, Quests Reward (Rank D)	
Effect					
-					
	STURDY BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
328	171	7	4	Dynasty Ruins treasure chest, Synthesis	
Effect					
-					
	FENCER'S BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
765	497	7	4	Synthesis	
Effect					
Critical 2, P. DEF Increase 2.					
	PLATE BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
994	497	8	5	Izold shop, Flanoir shop	
Effect					
-					
	QUILL BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
1656	828	10	6	Flanoir shop, Melktokio shop	
Effect					
-					
	STUDDED BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
2160	1080	12	7	Melktokio shop, Sybak shop	
Effect					
-					
	MARTIAL BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
3584	1792	13	8	Sybak shop, Altamira shop	
Effect					
Lure 1.					
	ROGUE'S BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	1792	13	8	Gladheim treasure chest	
Effect					
Item Finder 2, DEX Increase 2.					
	LIGHT BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
2709	15	9		Cape Fortress treasure chest, Toize Valley Mine treasure chest	
Effect					
-					
	NOBLE BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
7726	3863	16	9	Altamira shop, Synthesis	
Effect					
A. DEF Increase.					
	THICK BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
9677	20	12		Mizuhlo shop	
Effect					
TP Decrease 2, P. DEF Increase 1.					
	DUSK BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
9677	20	12		Building Number Two treasure chest, Synthesis	
Effect					
Increase HP 1.					
	WARRIOR'S BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	765	20	12	Twilight Palace treasure chest	
Effect					
Lure 2, P. ATK Increase 2.					
	LEATHER GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
104	52	4	2	Luin shop, Asgard shop	
Effect					
-					
	IRON GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
226	113	8	5	Luin shop, Asgard shop	
Effect					
-					
	CHAIN GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
514	257	12	7	Hakonesia Peak shop, Palmacosta shop	
Effect					
-					
	SCALE GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
2982	491	15	9	Triet shop, Isela Human Ranch Ruins treasure chest	
Effect					
-					
	DARK PASSAGE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	765	15	9	Synthesis	
Effect					
Critical 2, P. ATK Increase 2.					
	SILVER GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
1490	765	19	11	Triet shop, Synthesis	
Effect					
VS Ghost 1.					
	HALF GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
2484	1242	23	13	Izold shop, Triet Ruins treasure chest	
Effect					
-					
	BATTLE GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
3240	1620	27	16	Flanoir shop, Camberto Caves treasure chest	
Effect					
-					

LIGHT GAUNTLETS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5326	2688	31	18	Melitokio shop, Temple of Ice treasure chest
Effect				

SOUL FORCE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	31	18	Gladheim treasure chest
Effect				

BLACK GAUNTLETS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8126	4063	34	20	Sybak shop, Altamira shop
Effect				

ROYAL GAUNTLETS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
11588	5794	38	22	Altamira shop, Temple of Earth treasure chest
Effect				

A. DEF Increase 1.

RARE GAUNTLETS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
14402	7201	42	24	Mizuho shop
Effect				

DEX Increase 1.

MYTHRIL GAUNTLETS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	14515	46	27	Building Number Two treasure chest, Synthesis
Effect				

TP Increase 1.

STAR BREAKER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	46	27	Twilight Palace treasure chest
Effect				

Technical 3, Light Element.

Marta Lualdi

CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
104	52	7	10	Starting Equipment, Lain shop
Effect				

-

FEATHER CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
228	114	15	20	Asgard shop, Hima shop
Effect				

-

SILK CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
770	385	22	30	Palmacosta shop, Underground Ruins treasure chest
Effect				

-

WHITE CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1500	750	30	40	Iseila shop, Triet shop
Effect				

Increases Luck 2.

SILVER CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2244	1122	37	50	Triet shop, Iselia Human Ranch treasure chest
Effect				

MAGE CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3590	1795	45	59	Izoold shop, Flanor shop
Effect				

Concentration 1.

MYSTIC CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5100	2550	52	68	Flanor shop, Camberto Caves treasure chest
Effect				

HOLY CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4180	59	78	88	Cape Fortress treasure chest, Quest Reward (Rank A)
Effect				

WITCH CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
13298	6649	67	88	Sybak shop, Altamira shop
Effect				

A. ATK Increase 2.

MIRAGE CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
16920	8460	74	96	Altamira shop, Toize Valley Mine treasure chest
Effect				

A. ATK Increase 2.

ELDER CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
21056	10528	82	108	Mizuho shop
Effect				

A. DEF Increase 2.

MOON LUMINANCE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	82	108	Synthesis
Effect				

Happiness 2, Stealth 2.

MYTHRIL CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	23328	89	118	Lezareno Company Building Number Two treasure chest; Synthesis
Effect				

TP Increase 2.

ANTHEM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	89	118	Synthesis
Effect				

Critical 2, Lure 2.

	ANGEL DUST			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	96	128	Ginnungap treasure chest
Effect				

Relax, Increases Darkness resistance by 50%.

	PHANTOM LORD			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	96	128	Synthesis
Effect				

Resurrect, Item Getter.

	RAIN MAKER			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	103	137	Asgard Ruins treasure chest
Effect				

Regenerate 2, Increases Fire resistance by 50%.

	PRIME EVIL			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	119	158	Gladheim treasure chest
Effect				

Accelerate, Increases Light resistance by 50%.

	FAIRY TALE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	148	196	Twilight Palace treasure chest
Effect				

Technical 1, TP Increase 2.

	RED RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
42	21	1	2	Luin shop, Tower of Mana treasure chest
Effect				

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	BLUE RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
42	46	3	4	Luin shop, Asgard shop
Effect				

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	ORANGE RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
308	154	3	5	Hakoneisa Peak shop, Palmacosta shop
Effect				

-

	GREEN RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
600	300	5	6	Iselia shop
Effect				

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	WIZARD'S RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	5	6	6	Synthesis
Effect				

Mental Charge, Increase Artes Attack 2.

	WHITE RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
449	5	7	7	Iselia Human Ranch treasure chest
Effect				

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	BLACK RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1436	718	7	9	Izbold shop, Trifet Ruins treasure chest
Effect				

	PURPLE RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2040	1020	8	11	Felanor shop, Melotto shop
Effect				

	YELLOW RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3344	1672	9	12	Melotto shop, Sybak shop
Effect				

	HEALER'S RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	9	12	Twilight Palace treasure chest
Effect				

	PLAID RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5320	2660	10	14	Sybak shop, Altamira shop
Effect				

Increases resistance to M. Ailments by 30%.

	STRIPED RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	3384	11	14	Temple of Lightning treasure chest
Effect				

TP Increase 1.

	Pretty Ribbon			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8422	4211	12	16	Altamira shop, Synthesis
Effect				

Mental Charge.

	ELEMENTAL RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
18662	9331	14	18	Gladheim treasure chest
Effect				

Increases Fire resistance by 20%, Increases Water resistance by 20%, Increases Wind resistance by 20%, Increases Earth resistance by 20%.

	PUPPET'S RIBBON			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	14	18	Gladheim treasure chest
Effect				

Happiness 2, DEX Increase 2.

	MITTENS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
62	1672	3	4	Luin shop, Luin treasure chest
Effect				

	FEATHER MITTENS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
136	68	5	7	Asgard shop, Hima shop
Effect				

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	SILK MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
462	231	8	11	Palmarosta shop, Synthesis	
Effect					
	WHITE MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
900	450	10	14	Triet shop, Dynasty Ruins treasure chest	
Effect					
	CROSSROAD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	765	10	14	Gladheim treasure chest	
Effect	Sickness resistance, Increases Luck 3.				
	SILVER MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
1346	673	13	17	Triet shop, Synthesis	
Effect					
	MAGE MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
2154	1077	16	21	Izold shop, Flanoir shop	
Effect					
A. ATK Increase 1.					
	MYSTIC MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
3060	1530	18	24	Flanoir shop, Meltokio shop	
Effect					
	HOLY MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
5016	2508	21	28	Meltokio shop, Sybak shop	
Effect					
	FORTUNE TELLER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	765	21	28	Synthesis	
Effect	Stealth 2, Increases Artes Defense 2.				
	WITCH MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
7978	3989	23	31	Sybak shop, Cape Fort treasure chest	
Effect					
Stealth.					
	MIRAGE MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
10152	5076	26	34	Altamira shop, Temple of Lightning treasure chest	
Effect					
Stealth.					
	ELDER MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
12634	6317	29	38	Mizuko shop	
Effect					
A. DEF Increase 1.					

	MYTHRIL MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	13997	31	41	Lezenzo Company Building Number two treasure chest, Synthesis	
Effect					
	MASTER MIND				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	765	31	41	Twilight Palace treasure chest	
Effect	Speed Cast 2, A. ATK Increase 2.				
	Richter Abend				
	SEA FIRE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	76	44	In Chapter 1, as part of sub-event equipment	
Effect	Increases resistance to Elemental Attributes by 20%.				
	DUAL BLAZE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	12	7	In Chapter 1, as part of sub-event equipment	
Effect	A. ATK Increase 1.				
	FLAMBEAU				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	27	16	In Chapter 1, as part of sub-event equipment	
Effect	DEX Increase 1.				
	Colette Brunel				
	IRON GUARD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	45	59	Starting equipment of Chapters 2, 5, and 7	
Effect					
	SOLAR GUARD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	96	128	Starting equipment of Chapter 8	
Effect	Increases Darkness resistance by 50%, Increases Light resistance by 20%.				
	MAGICAL RIBBON				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	12	16	Starting equipment of Chapters 2, 5, and 7	
Effect	A. DEF Increase 2.				
	ANGEL BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	17	13	Starting equipment of Chapters 2, 5, and 7	
Effect	Increase Luck 2.				

Raine Sage



CARNELIAN ROBE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	50	37	Starting equipment of Chapters 3, 4, and 7

Effect

Increases Ice resistance by 50%, Increases Fire resistance by 20%.

QUEEN CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	89	118	Starting equipment of Chapter 8

Effect

Increases Immunity to State Change by 60%.

RARE CIRCLET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	9	15	Starting equipment of Chapters 3, 4, and 7

Effect

-

ELEMENTAL CREST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	14	18	Starting equipment of Chapter 8

Effect

Increases Fire resistance by 20%, Increases Water resistance by 20%, Increases Wind resistance by 20%, Increases Earth resistance by 20%.

RARE BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	19	11	Starting equipment of Chapters 3, 4, and 7

Effect

-

QUEEN MITTENS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	29	38	Starting equipment of Chapter 8

Effect

DEX Increase 2.

Genis Sage



MAGIC CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	32	55	Starting equipment of Chapters 3, 4, and 7

Effect

-

DRUID CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	82	142	Starting equipment of Chapter 8

Effect

Relax.

RARE CIRCLET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	9	15	Starting equipment of Chapter 3, 4, and 7

Effect

-

AIRREAD'S HAT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	18	14	Starting equipment of Chapter 8

Effect

A. ATK Increase 2.

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RARE BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	19	11	Starting equipment of Chapters 3, 4, and 7

Effect

-

KAISER BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	42	24	Starting equipment of Chapter 8

Effect

-

Regal Bryant



MAGIC CLOAK

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	32	55	Starting equipment of Chapters 4, 5, and 6

Effect

-

CERULEAN ROBE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	82	108	Starting equipment of Chapter 8

Effect

Increases Fire resistance by 50%, Increases Water resistance by 20%.

RARE CIRCLET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	9	15	Starting equipment of Chapter 4, 5, and 6

Effect

-

ELEMENTAL CREST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	14	18	Starting equipment of Chapter 8

Effect

Increases Fire resistance by 20%, Increases Water resistance by 20%, Increases Wind resistance by 20%, Increases Earth resistance by 20%.

RARE BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	19	11	Starting equipment of Chapter 4, 5, and 6

Effect

-

KAISER BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	42	24	Starting equipment of Chapter 8

Effect

-

Sheena Fujibayashi



AMBER ROBE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	37	50	Starting equipment of Chapters 4, 5, 6, and 7

Effect



VIRIDIAN ROBE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	120	70	Starting equipment of Chapter 8

Effect

Increases Earth resistance by 50%, Increases Wind resistance by 20%.



RARE CIRCLET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	9	15	Starting equipment of Chapters 4, 5, 6, and 7

Effect



ELEMENTAL CREST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	14	18	Starting equipment of Chapter 8

Effect

Increases Fire resistance by 20%, Increases Water resistance by 20%, Increases Wind resistance by 20%, Increases Earth resistance by 20%.



RARE BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	19	11	Starting equipment of Chapters 4, 5, 6, and 7

Effect



DRAUPNIR

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	24	42	Starting equipment of Chapter 8

Effect



Happiness 2.



Zelos Wilder



SPLINT MAIL

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	55	32	Starting equipment of Chapters 5 and 7

Effect



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ACCESSORIES

Charms



POISON CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Hima shop, Asgard Ruins treasure chest
Effect:				

Poison resistance increased by 30%, Water resistance increased by 20%.



POISON PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Poison resistance increased by 100%, Water resistance increased by 50%.



PARALYSIS CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Flanoir shop
Effect:				

Paralysis resistance increased by 30%, Ice resistance increased by 20%.



PARALYSIS PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Paralysis resistance increased by 100%, Ice resistance increased by 50%.



STONE CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Isella shop, Cape Fortress treasure chest
Effect:				

Petrify resistance increased by 30%, Earth resistance increased by 20%.



STONE PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis, Dropped by Magnar (B)
Effect:				

Petrify resistance increased by 100%, Earth resistance increased by 50%.



WEAK CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Palmacosta shop, Temple of Darkness treasure chest
Effect:				

Weak resistance increased by 30%, Light resistance increased by 20%.



WEAK PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Weak resistance increased by 100%, Light resistance increased by 50%.



VIRUS CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Triet shop, Cape Fortress treasure chest
Effect:				

Sickness resistance increased by 30%, Fire resistance increased by 20%.



VIRUS PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Sickness resistance increased by 100%, Fire resistance increased by 50%.



SEAL CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Asgard shop, Underground Ruins treasure chest
Effect:				

Sealed Artes resistance increased by 30%, Wind resistance increased by 20%.



SEAL PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Sealed Artes resistance increased by 100%, Wind resistance increased by 50%.



SHOCK CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Flanoir shop, Temple of Darkness treasure chest
Effect:				

Shock resistance increased by 30%, Lightning resistance increased by 20%.



SHOCK PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Shock resistance increased by 100%, Lightning resistance increased by 50%.



SLEEP CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485	-	-	Flanoir shop, Temple of Darkness treasure chest
Effect:				

Sleep resistance increased by 30%, Darkness resistance increased by 20%.



SLEEP PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	7800	-	-	Synthesis
Effect:				

Sleep resistance increased by 100%, Darkness resistance increased by 50%.



AMULET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3250	1625	-	-	Triet shop, Sybak shop
Effect:				

Physical ailment resistance increased by 30%.



BLUE AMULET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	4060	-	-	Synthesis
Effect:				

Physical ailment resistance increased by 60%.



TALISMAN

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3250	1625	-	-	Asgard shop, Flanoir shop
Effect:				

Magical ailment resistance increased by 30%.

	BLUE TALISMAN			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	4060	-	-	Synthesis
Effect				
Magical ailment resistance increased by 60%.				

Rings

	ELECTRUM RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	5200	1	1	Dropped by Alice (A), Synthesis
Effect				
-				

	PLATINUM RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	6786	5	5	Dropped by Pyanopson, Synthesis
Effect				
-				

	MYTHRIL RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	8060	9	9	Dropped by Maimakterion, Synthesis
Effect				
-				

	ORICHALCUM RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	10725	13	13	Dropped by Poseidon, Synthesis
Effect				
-				

	GARNET RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	11440	1	1	Dropped by Decus (A), Synthesis
Effect				
Fire Elemental/Artes.				

	AQUAMARINE RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	12675	5	5	Synthesis
Effect				
Water Elemental/Artes.				

	OPAL RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	12675	5	5	Synthesis
Effect				
Wind Elemental/Artes.				

	RUBY RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	11440	1	1	Synthesis
Effect				
Earth Elemental/Artes.				

	SARDONYX RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	15750	9	9	Synthesis
Effect				
Lightning Elemental/Artes.				

	SAFIRE RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	15750	9	9	Synthesis
Effect				
Ice Elemental/Artes.				

	TOPAZ RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	19875	13	13	Synthesis
Effect				
Light Elemental/Artes.				

	AMETHYST RING			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	19875	13	13	Synthesis
Effect				
Darkness Elemental/Artes.				

	HEAL MARK			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600	-	-	Asgard shop, Dropped by Magnar (A)
Effect				
Life Drain 1.				

	HEAL SYMBOL			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	12599	-	-	Synthesis
Effect				
Life Drain 2.				

	MANA MARK			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600	-	-	Palmarosta shop, Flanoir shop
Effect				
Spirit Drain 1.				

	MANA SYMBOL			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	12599	-	-	Dropped by Decus (B), Synthesis
Effect				
Spirit Drain 2.				

	HOLY MARK			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600	-	-	Triet shop, Temple of Lightning treasure chest
Effect				
Regenerate 1.				

	HOLY SYMBOL		WATER CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
12599	-	-	-	Martel Church treasure chest, Dropped by Commander Brute
Effect				
Regenerate 2.				
	SPRIT MARK		AEGIR'S CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600	-	-	Flanoir shop, Dropped by Richter (B)
Effect				
Relax 1.				
	MENTAL SYMBOL		LIGHTNING CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
12599	-	-	-	Synthesis
Effect				
Relax 2.				
	MYSTIC MARK		THOR'S CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600	-	-	Flanoir shop, Dropped by Richter (B)
Effect				
Speed Cast 1.				
	MYSTIC SYMBOL		ICE CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
12599	-	-	-	Lezzeno Company Building Number Two treasure chest, Dropped by Alice (B)
Effect				
Speed Cast 2.				
Capes				
	CAPE		YMRIS CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
150	75	3	3	Luin shop, Dynasty Ruins treasure chest
Effect				
-				
	LEATHER CAPE		WIND CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
374	187	11	11	Hakonesia Peak shop, Dynasty Ruins treasure chest
Effect				
-				
	THIEF'S CAPE		FREYJA'S CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1992	996	18	18	Triet shop, Synthesis
Effect				
Stealth 1.				
	ELVEN CAPE		FIRE CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8592	4296	26	26	Katz Village shop, Martel Temple
Effect				
Magical ailment resistance increased by 30%.				
	FORSETTI'S CAPE		WATER CAPE	
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	-	33	33	Dropped by Hawk (B), Synthesis
Effect				
Earth resistance increases by 50%, Air resistance increases by 20%.				



SURTR'S CAPE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	33	33		Synthesis

Effect

Ice resistance increased by 50%, Fire resistance increased by 20%.



DARKNESS CAPE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Altamira shop, Lazareno Company Building Number Two treasure chest

Effect

Light resistance increased by 20%.



WODEN'S CAPE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	33	33		Synthesis

Effect

Light resistance increased by 50%, Darkness resistance increased 20%.



LIGHT CAPE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Meltokio shop, Lazareno Company Building Number Two treasure chest

Effect

Darkness resistance increased by 20%.



BALDR'S CAPE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	33	33		Synthesis

Effect

Darkness resistance increased by 50%, Light resistance increased by 20%.

Boots



BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
90	45	2	2	Tuin shop, Hakonesia Peak shop

Effect



LEATHER BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
120	4	4		Synthesis

Effect



LONG BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
704	7	7		Synthesis

Effect

-Delay.



HEAVY BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
810	9	9		Synthesis

Effect



STURDY BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1204	11	11		Synthesis

Effect



FEATHER BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2330	13	13		Synthesis

Effect

Run Away.



COMBAT BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6615	16	16		Synthesis

Effect

DEX Increase 1.



STUDED BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4740	18	18		Synthesis

Effect

P. ATK Increase 1.



SEVEN LEAGUE BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
9075	20	20		Synthesis

Effect

P. Allment resistance increased by 30%, Relax 1.



PERSIAN BOOTS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
9600	20	20		Synthesis

Effect

All Element resistance increased by 20%, Stealth 2.

Jewels



GARNET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Triet shop, Toize Valley Mine treasure chest

Effect

Fire resistance and Ice resistance increased by 20%.



AQUAMARINE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Tuin shop, Dropped by Ladon

Effect

Water resistance and Fire resistance increased by 20%.



OPAL

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Asgard shop, Underground Ruins treasure chest

Effect

Wind resistance and Earth resistance increased by 20%.

RUBY				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Meltokio shop, Temple of Earth treasure chest
Effect				
Earth resistance and Lightning resistance increased by 20%.				

GROUND BREAKER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
HP Increase 2, VS Aquatic 3, Life Charge.				

SARDONYX				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Sybak shop, Lezareno Company Building Number Two treasure chest
Effect				
Lightning resistance and Water resistance increased by 20%.				

JIHAD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
A. DEF Increase 2, VS Ghost 3, Concentrate 2.				

SAPPHIRE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Flanoir shop, Toize Valley Mine treasure chest
Effect				
Ice resistance and Wind resistance increased by 20%.				

DAMNATION				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
P. DEF Increase 2, VS Magical Being 3, Regenerate 2.				

TOPAZ				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Meltokio shop, Temple of Lightning treasure chest
Effect				
Light resistance and Darkness resistance increased by 20%.				

HEART WARDEN				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
Resurrect, HP Increase 2, VS Demon 3.				

AMETHYST				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560	-	-	Meltokio shop, Toize Valley Mine treasure chest
Effect				
Darkness resistance and Light resistance increased by 20%.				

FERAL SHADOW				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
P. ATK Increase 2, VS Bird 3, Critical 2.				

ARCANUM WINGS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Gladheim treasure chest, Synthesis
Effect				
Item Finder 2, A. ATK Increase 2, VS Insect 3.				

BRIGHT FLAME				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
P. ATK Increase 2, VS Free Form 3, Lure 2.				

INNOCENT BLOOD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
A. DEF Increase 2, VS Beast 3, Relax 2.				

EDGE WALKER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
Spirit Drain 2, DEX Increase 2, VS Plant 3.				

LORD OF CHAOS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	765	-	-	Synthesis
Effect				
Speed Cast 2, TP Increase 2, VS Dragon 3.				



SYNTH ITEMS

	BLUE FLUID		WOLF FUR		LARGE SCYTHE
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
596	Quest Reward (Rank C), Dropped by Mousse, Quest treasure chest (Rank D)	367	Dropped by Athos (A), Black Wolf, Wolf Heddin, and Hell Hound	552	Dropped by Popsicle, Simorah, Lumber Jack, and Killer Mantis
	RED FLUID		ELECTRUM		LARGE SHELL
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
615	Dropped by Ligela and Ooze	1920	Dropped by Made in Heaven and Pandora, Stolen from Pudding and Blue Rose	1723	Gladheim treasure chest, Dropped by Jasconius and Zaratán
	DEVIL'S BLOOD		ELEMENTAL FRAGMENT		ROC'S FEATHER
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
982	Dropped by Hippogryph and Blood Sucker, Stolen from Were Bat	540	Toize Valley Mine, Dropped by Wind Master Prime, Vortex, and Igniter	155	Quest treasure chest (Rank D), Dropped by Izimbra and Garuda, Stolen from Simurgh
	OGRE'S BLOOD		STINGER		GLITTERING SAND
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
647	Temple of Earth treasure chest, Dropped by Red Ogre and Ogre, Quest treasure chest (Rank S)	173	Dropped by Antares, Queen, Girabilli, and Killer Bee	770	Quest treasure chest (Rank C), Dropped by Blue Rose and Asrai
	ANIMA		ORICHALCUM		SPOILED MEAT
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
800	Toize Valley Mine, Dropped by Dionaea, Night Stalker, and Phantom	23112	Lexanro Company Building Number Two treasure chest, Dropped by Richter, Synthesis	19	Dropped by Ghoul, Corpse, Bastilage and Zombie
	ANIMUS		BROKEN SWORD		BEAK
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
910	Cape Fortress treasure chest, Dropped by Pale Rider and Wraith, Toize Valley Mine treasure chest	110	Dropped by Night Stalker, Stolen from Ghoul, Dark Rider	737	Dropped by Aeyornis, Sphinx, Axe Beak
	PEBBLE		SEASHELL		BLACK FLUID
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
9	Quest treasure chest (Rank D), Dropped by Automaton Pit Fiend, and Golem	68	Dropped by Siren, Rusalka, Jasconius, and Asrai	643	Quest treasure chest (Rank C), Dropped by Slime Mold
	WEAPON FRAGMENT		ROUGH LEATHER		CRAWLER'S SILK
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
605	Dropped by Made in Heaven, Living Sword, Machina, and Poltergeist	552	Dropped by Moon Rocks, Cockatrice, Dode	370	Quest treasure chest (Rank C), Dropped by Neurotica and Lookin, Stolen from Habetrot
	RABBIT TAIL		YELLOW FLUID		DEADLY POISON
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
546	Dropped by Porthos (A), Carbuncle, Micasa, and Cotton Tail	611	Dropped by Pudding and Jelly	885	Quest treasure chest (Rank A), Synthesis, Stolen from Hydra
	BEAUTIFUL FLOWER		LARGE SCALE		FROG OIL
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
905	Gladheim treasure chest, Stolen from Puck and Gracilis, Quest treasure chest (Rank C)	982	Gladheim treasure chest, Stolen from Elder Dragon and Wyvern Lord	875	Dropped by Baal and Bullfrog
	FROG EGGS	Sell Price	Main Location	Sell Price	Main Location
		80	Quest treasure chest (Rank D), Dropped by Bullfrog and Heget		

	FLUFFY FUR		INSECT'S WING		SLIME OIL
Sell Price 55	Main Location Dropped by Mirka, Galf Beast, Aramis, and Griffin	Sell Price 87	Main Location Dropped by Queen, Lumber Jack, Hornet, and Killer Bee	Sell Price 228	Main Location Dropped by Ligeia, Pudding, Slime Mold, and Ozze
	PHILOSOPHER'S STONE		FISH SCALE		SHARP CLAW
Sell Price 4644	Main Location Cape Fortress and Twilight Palace treasure chests, Stolen from Richter (D) and Trapeborian	Sell Price 96	Main Location Dropped by Nixie, Barracuda, Selkie, and Echeneis	Sell Price 110	Main Location Dropped by Orion and Sphinx, Stolen from Wolf Heddin and Grisley
	IMP'S TAIL		CORAL		STONE BLOCK
Sell Price 287	Main Location Dropped by Imp and Cademon	Sell Price 902	Main Location Dropped by Siren, Selkie, and Rusalka, Stolen from Merrow	Sell Price 316	Main Location Triet Ruins treasure chest, Dropped by Megalith, Roc, and Golem
	IMP'S WING		EVIL EYE		FEMUR
Sell Price 154	Main Location Dropped by Gremlin, Pit Fiend, and Pied Piper	Sell Price 905	Main Location Quest treasure chest (Rank B), Dropped by Echidna, Moon Rocks, and Basilisk	Sell Price 187	Main Location Dropped by Graeae and Undertaker, Stolen from Skeleton
	ORE		MUSK		SALIVA
Sell Price 160	Main Location Stolen from Megalith, Pit Fiend, Clay Golem, and Mouse	Sell Price 687	Main Location Quest Reward (Rank S), Dropped by Titan and Ruby Dear, Stolen from Gorgon	Sell Price 114	Main Location Dropped by Poison Leech, Blood Sucker, Blood Bound, and Ghoul
	INSECT FLUID		TREE SAP		HAWK'S EYE
Sell Price 82	Main Location Temple of Earth treasure chest, Dropped by Pit Spider, Antares, and Tarantula	Sell Price 584	Main Location Quest treasure chest (Rank S), Dropped by Treant, Lunatisidhe, and Truncata	Sell Price 1061	Main Location Gladheim treasure chest, Dropped by Raven, Quest treasure chest (Rank C)
	FRAGRANT WOOD		PURE SILVER		MANE
Sell Price 819	Main Location Cape Fortress treasure chest, Quest treasure chest (Rank A), Dropped by Gerichtslinde and Mandocello	Sell Price 582	Main Location Dropped by Rock Golem, Gargoyle, Epitaph, and Machina	Sell Price 244	Main Location Dropped by Athos and Mirka, Stolen from Fenrir and Manticore
	GOLEM FRAGMENT		STRONG BONE		DAMASCUS
Sell Price 450	Main Location Dropped by Helion, Talos, Ice Titan, and Rock Golem	Sell Price 672	Main Location Quest Reward (Rank S), Dropped by Grave Digger, Bastiage, and Cross Bone	Sell Price 4077	Main Location Dropped by Talos, Girtabili, and Mourblade, Stolen from Slime Mold
	MOSS		PLANT VINE		STEEL BALL
Sell Price 134	Main Location Dropped by Stinkhorn, Marcoid, and Fungus, Stolen from Lunatisidhe	Sell Price 53	Main Location Dropped by Truncata, Gracilis, Hirsuta, and Caerulea	Sell Price 934	Main Location Dropped by Poltergeist, Stolen from Rock Eater and Jelly, Synthesis
	OLD COIN		STATUE FRAGMENT		ELASTIC LEATHER
Sell Price 745	Main Location Dropped by Ghost and Lucas, Stolen from Grave Digger	Sell Price 573	Main Location Dropped by Epitaph, Colossus, Goliath, and Gargoyle	Sell Price 131	Main Location Dropped by Manitou, Earth Eater, Mia Culpa, and Popsicle
	BROKEN ARMOR		SPIDER'S NET		SMALL FANG
Sell Price 108	Main Location Dropped by Izimba, Pale Rider, and Crusader	Sell Price 184	Main Location Quest treasure chest (Rank D), Dropped by Arachne, Simonah, Spider	Sell Price 44	Main Location Dropped by Black Wolf, Kosh, Wolf, and Cerberus

	BLOODY CLOTH		CHICKEN BONES		BAT WING
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
120	Quest treasure chest (Rank S), Dropped by Undertaker, Haunt, and Ghast	254	Temple of Earth treasure chest, Dropped by Graese, Quest treasure chest (Rank S)	424	Dropped by Dogma, Were Bat, Dire Bat, Light Wing
	BIRD EGG		BIRD FEATHER		FLOWER PETALS
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
192	Dropped by Peepit and Jabber	45	Dropped by Aello, Axe Beak, Furie, Cockatrice	65	Quest treasure chest (Rank D), Quest treasure chest (Rank C) Iselia Human Ranch Ruins treasure chest, Dropped by Dionaea
	HORN		TREATANT BULB		SCATTERED BONES
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
128	Dropped by Titan and Salamander	623	Quest treasure chest (Rank C), Stolen from Treant, Dropped by Mandocello	34	Dropped by Cross Bone and Skeleton
	HUNTING HORN		POINTED HORN		WYVERN'S SCALE
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
666	Quest reward (Rank S), Stolen from Pied Piper, Synthesis	846	Gladheim treasure chest, Dropped by Vroom, Corduroy, Archdemon	287	Dropped by Wyvern and Wyvern Lord
	JAR FRAGMENT		THICK LEAF		WYVERN'S SKIN
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
244	Quest treasure chest (Rank D), Sea Monk, Kraken, and Charybdis	73	Dropped by Korrigan, Alraune, Hamadryad, Lailah	582	Quest treasure chest (Rank B), Dropped by Wyvern Lord, Ishranut, and Wyvern
	DEMON'S HORN		SLOUGH		WYVERN'S WING
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
491	Quest treasure chest (Rank S), Dropped by Archdemon, Vroom and Demon	195	Underground Ruins treasure chest, Dropped by Viper, Kosh, Serpent	728	Temple of Earth treasure chest, Dropped by Vouivre, Bakunawa, and Sea Wyvern
	DEMON'S WING		SLIME MOLD		PHOENIX'S WING
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
167	Quest treasure chest (Rank A), Dropped by Demon and Corduroy	668	Dropped by Amanita and Vaudeville, Stolen from Stinkhorn and Toadstool	2103	Gladheim treasure chest, Dropped by Phoenix, Quest treasure chest (Rank A)
	TURTLE SHELL		HARPY'S FEATHER		LEAF MOLD
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
650	Dropped by Aspidioceleon, Dark Steel, Zaratán, and Tortoise	693	Quest treasure chest (Rank S), Stolen from Furie and Seiren, Dropped by Aello	159	Dropped by Toadstool, Marcoid, and Stinkhorn
	LIZARD SKIN		ASHES		SPONGY SKIN
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
309	Dynasty Ruins treasure chest Iselia Human Ranch Ruins treasure chest, Dropped by Lizard	48	Quest treasure chest (Rank D), Dropped by Banshee, Wraith, Phantom	316	Dropped by Nazdrivio, Heqet, Oannes, and Baal
	LIZARD TAIL		BAT FANG		BEAR SKIN
Sell Price	Main Location	Sell Price	Main Location	Sell Price	Main Location
134	Quest treasure chest (Rank D), Quest treasure chest (Rank B), Dropped by Basilisk and Lizard	22	Dropped by Dogma, Were Bat, Dire Bat, Light Wing	617	Quest treasure chest (Rank A), Dropped by Were Bear, Cave Bear, and Grisley
	SKULL				
Sell Price	Main Location				
776	Quest treasure chest (Rank C), Dropped by Haunt and Skeleton, Stolen from Demon				

 KNIFE	Sell Price 666	Main Location Stolen from Gremlin and Zombie
 INK	Sell Price 752	Main Location Underground Ruins treasure chest, Dropped by Charybdis, Lusca, Sea Bishop
 TWISTED HORN	Sell Price 957	Main Location Cape Fortress treasure chest, Earth Eater, Salamander, and Manticoire
 MONSTER EXTRACT	Sell Price 902	Main Location Quest treasure chest (Rank C), Quest treasure chest (Rank S), Dropped by Poison Leech, Stolen from Light Wing
 COCOON	Sell Price 453	Main Location Tower of Mana treasure chest, Dropped by Habetrot, Neurotica, and Embryo
 MYTHRIL	Sell Price 1500	Main Location Dropped by Ice Titan and Mythril Golem, Synthesis
 MIMIC FRAGMENT	Sell Price 672	Main Location Temple of Darkness treasure chest, Dropped by Shape Shifter, Pandora, Mimic
 LUMBER	Sell Price 342	Main Location Quest treasure chest (Rank D), Treant, Orcrot, and Mimic
 CHARCOAL	Sell Price 577	Main Location Dropped by Bartek, Synthesis
 GHOST'S CLOTH	Sell Price 672	Main Location Dropped by Ravenous, Grove Digger, Banshee, Stolen from Crusader
 LAMIA'S BRACELET	Sell Price 611	Main Location Quest treasure chest (Rank B), Dropped by Gorgon and Erinyes
 LAMIA'S HAIR TIE	Sell Price 313	Main Location Quest treasure chest (Rank B), Dropped by Gorgon and Moirae
 LAMIA'S TAIL	Sell Price 109	Main Location Quest treasure chest (Rank B), Dropped by Lamia, Ruby Dear, and Echidna
 DRAGON'S BONE	Sell Price 718	Main Location Dropped by Wyrm and Hydra
 DRAGON'S SCALE	Sell Price 291	Main Location Dropped by Shadow Dragon, Stolen from Wyrm, and Jormungandr
 DRAGON'S CLAW	Sell Price 236	Main Location Quest treasure chest (Rank A), Dropped by Blade Rex, Wyrm, and Elder Dragon
 DRAGON'S FANG	Sell Price 460	Main Location Dropped by Hydra, Were Dragon, and Tiamat
 DRAGON'S ANGER	Sell Price 1259	Main Location Quest reward (Rank S), Stolen from Fafnir, Blade Rex, and Tiamat
 DRAGON'S BLOOD	Sell Price 810	Main Location Dropped by Leech King and Blood Bound, Stolen from Mounblade and Dire Bat
 DRAGON'S HORN	Sell Price 933	Main Location Dropped by Schizos, Fafnir, Blade Rex, and Shadow Dragon
 DRAGON'S SKULL	Sell Price 700	Main Location Dropped by Jormungandr and Fafnir, Stolen from Vorpal Bunny
 QUALITY SCALE	Sell Price 582	Main Location Dropped by Barracuda, Remora, and Echeneis, Stolen from Jasonius
 QUALITY SHELL	Sell Price 910	Main Location Quest treasure chest (Rank S), Dropped by Moirae, Aspidocoelus, and Dark Steel
 QUALITY STONE	Sell Price 963	Main Location Temple of Darkness treasure chest, Temple of Lightning treasure chest, Dropped by Helion and Megalith
 ROPER FEELER	Sell Price 196	Main Location Dropped by Incognito, Gamat, Anemone, and Blue Rose



Cooking

Here is a complete list of the recipes you receive from Wonder Chef throughout the game.

Rice Ball

Grains x1

Spices x1



Sashimi

Seafood x1

Seafood x1



Grill

Proteins x1

Spices x1



Rice Bowl

Grains x1

Proteins x1

Spices x1



Omelet

Grains x1

Egg x1

Vegetable x1

Egg x1

Spices x1

Egg x1



Stew

Proteins x1

Vegetable x1

Spices x1



Gratin



Grains x1

Spices x1

Milk x1

Pickled Vegetable

Vegetable x1

Spices x1



Steak

Proteins x1

Spices x1



Sandwich

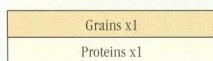


Grains x1

Vegetable x1

Spices x1

Burrito



Grains x1

Proteins x1



Fried Rice

Grains x1

Seafood x1

Egg x1



Dessert

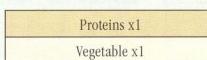


Fruits x1

Fruits x1

Milk x1

Soup



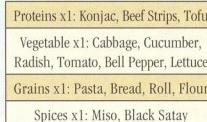
Proteins x1

Vegetable x1

Spices x1



Curry



Proteins x1: Konjac, Beef Strips, Tofu

Vegetable x1: Cabbage, Cucumber, Radish, Tomato, Bell Pepper, Lettuce

Grains x1: Pasta, Bread, Roll, Flour

Spices x1: Miso, Black Satay

NG Ingredients: Mushroom, Onion, Carrot, Potato, Rice, Barley Rice, Purple Satay, White Satay

NG Additional: Apple, Milk

Monster Book

This chapter documents every vital statistic for all 232 monsters in the game—plus the bosses. Note that entries featuring two numbers with a slash between them indicate unique stats when a monster is a friend or a foe. The first number corresponds to the monster's stat when you are battling it; the second number refers to the value when the creature is fighting at your side as an ally.

001 Filifolia

Type: Plant Element: Earth
Pact: 60% Residence: Tower of Mana



EXP: 16
Gald: 0
Drop 1: Plant Vine 45%
Drop 2: Grey Manuscript 11%
Leave: Apple Gel
Steal: -

LVL MAX LVL GROWTH FLY MOVE STUN

2 25 C - E 0

HP TP P.ATK A.ATK DEF A.DEF DEX LUCK

50/412 23/18 59/49 49/41 60/49 69/57 67/54 15/15

SKILLS

LVL 1 Aquatic 1

LVL 15 Happiness 1

LVL 6 Luck Increase 1

LVL 25 Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25

Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
----------	----	---------

3 (Base) Upper Cut

3

10 (Base) Search Gald

11

Earth 1

LVL Power Hit Effect

-3 C C Knocks the enemy back.

10 C C Randomly discovers 1-100 Gald in the earth. The Gald you find is added to the Gald category in your victory screen.

004 Treant

Type: Plant Element: Earth
Pact: 30% Residence: Isella Human Ranch



EXP: 131
Gald: 0
Drop 1: Lumbar 41%
Drop 2: Sap 15%
Leave: Orange Gel
Steal: Treant Root 14%

LVL MAX LVL GROWTH FLY MOVE STUN

14 100 C - E 0

HP TP P.ATK A.ATK DEF A.DEF DEX LUCK

188/2582 109/35 205/65 247/76 184/56 208/65 129/57 59/59

SKILLS

LVL 1 VS Aquatic 2

LVL 45 Life Drain

LVL 25 A. DEF Increase 2

LVL 55 Resist Wind 2

LVL 30 Earth Element

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25

Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
----------	----	---------

5 (Base) Smash

4

15 (Base) Nature's Roar

13

LVL Power Hit Effect

5 C C Swings arms to attack the enemy. (P. DEF 30% down; 30% success; 30 seconds)

15 C C Raise own A. ATK (A. ATK 30% up; 100% success; 30 seconds)

002 Caerurea

Type: Plant Element: Earth
Pact: 45% Residence: Balacraf Masoleum



EXP: 190
Gald: 0
Drop 1: Plant Vine 49%
Drop 2: Thick Leaf 34%
Leave: Cure Bottle
Steal: -

LVL MAX LVL GROWTH FLY MOVE STUN

22 50 C - E 0

HP TP P.ATK A.ATK DEF A.DEF DEX LUCK

243/422 111/16 329/59 230/41 258/44 338/62 253/44 31/31

SKILLS

LVL 1 Aquatic 1

LVL 30 Resist Petrifly 2

LVL 8 IDX Increase 1

LVL 40 Item Finder 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25

Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
----------	----	---------

5 (Base) Vernal Bloom

39

30 (Base) Earth Shaker

53

65 (Base) Green Wood

85

003 Orcrot

Type: Plant Element: Earth
Pact: 30% Residence: Quest: Temple of Darkness (Rank A)

EXP: 477
Gald: 0
Drop 1: Lumber 51%
Drop 2: Fragrant Wood 11%
Leave: Life Bottle
Steal: -

LVL MAX LVL GROWTH FLY MOVE STUN

50 100 C - E 0

HP TP P.ATK A.ATK DEF A.DEF DEX LUCK

170/314/602 278/276 620/65 606/66 615/66 678/70 678/37 3/3

SKILLS

LVL 1 WP Aquatic 2

LVL 5 TP Increase 2

LVL 20 Spirit Drain 2

LVL 55 Technical 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25

Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
----------	----	---------

10 (Base) Furtion

13

15 (Base) Gaia's Might

13

30 (Base) Vernal Bloom

39

40 (Base) Earth Shaker

53

65 (Base) Green Wood

85

004 Mandocello

Type: Plant Element: Earth
Pact: - Residence: Gladshiem

EXP: 911
Gald: 0
Drop 1: Fragrant Wood 31%
Drop 2: Treat Root 17%
Leave: -
Steal: Blue Savory 18%

LVL MAX LVL GROWTH FLY MOVE STUN

70 200 C - E 0

HP TP P.ATK A.ATK DEF A.DEF DEX LUCK

285/05/582 50/7/40 745/60 888/64 554/51 889/70 595/47 64/64

SKILLS

LVL 3 Resist Petrifly 3

LVL 35 LUCK Increase 2

LVL 10 VS Aquatic 3

LVL 40 P. DEF Increase

LVL 25 SP Master 4

LVL 60 Glory

LVL 32 Mental Charge

LVL 65 -

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25

Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
----------	----	---------

1 (Base) Smash

1

5 (Magic) Stone Blast

7

15 (Base) Grounds Keeper

11

17 (Magic) Salamite

20

20 (Base) Grand Slam

23

38 (Magic) Ground Dasher

46

50 (Base) Dopple

56

SKILLS

LVL 1 C C Swings arms down to attack enemies. (P. DEF 60% down; 30% success; 30 seconds)

5 C B B Raises own P. DEF. (P. DEF 60% up; 100% success; 30 seconds)

15 B C C Raises own P. DEF. (P. DEF 60% up; 100% success; 30 seconds)

17 B C C召募巨石从地下攻击敌人。

20 C C C跳上巨石，然后潜入巨石下方攻击敌人。

38 A B C 召唤巨石并将其投掷到敌人身上。

50 C B B 撞倒敌人。

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25

Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
----------	----	---------

5 (Base) Nature's Roar

13

162

006 Fungus

Type: Plant	Element: Dark						
Pact: 60%							
							
EXP: 150							
Gald: 0							
Drop 1: Moss 56%							
Drop 2: -							
Leave: Apple Gel							
Steal: -							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
19	25	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
193/1739	86/14	337/66	175/36	321/65	181/37	293/57	16/16
SKILLS							
LVL 1	VS Aquatic 1	LVL 15	Resist Light 1				
LVL 3	Resist Sleep 1	LVL 23	EXP Plus 1				
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth	-	-	-	-
0	0	0	0	-	-	-	-
Lightning	Ice	Light	Darkness	-	-	-	-
0	0	+25	+25	-	-	-	-
LVL Name	TP	Element	-	-	-	-	-
5 [Base] Poison Breath	5	Water 0	-	-	-	-	-
8 [Base] Poison Mushroom	14	-	-	-	-	-	-
LVL Power Hit Effect							
3 B B	Shoots fluid to attack enemy. (Poison Lvl 1 10%)						
8 A B	Calls down mushrooms to attack enemies within the area. (Poison Lvl 1 20%)						

007 Marcoid

Type: Plant	Element: Ice						
Pact: 45%							
							
EXP: 156							
Gald: 0							
Drop 1: Moss 43%							
Drop 2: Leaf Mold 15%							
Leave: Orange Gel							
Steal: -							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
18	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
187/1739	83/14	264/56	171/36	275/60	214/42	325/67	87/87
SKILLS							
LVL 1	VS Aquatic 1	LVL 25	Paralysis Attack 1				
LVL 15	Resist Paralysis 2	LVL 30	Resist Fire 1				
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth	-	-	-	-
50	0	+50	0	-	-	-	-
Lightning	Ice	Light	Darkness	-	-	-	-
0	+25	0	0	-	-	-	-
LVL Name	TP	Element	-	-	-	-	-
5 [Base] Poison Breath	8	Water 0	-	-	-	-	-
9 [Base] Nekatake	14	-	-	-	-	-	-
20 [Base] Spore	30	Dark 0	-	-	-	-	-
LVL Power Hit Effect							
5 B B	Spits fluid to attack the enemy. (Poison Lvl 1 10%)						
9 A B	Spreads spores to attack enemies in an area. (Poison Lvl 1 10%)						
20 C C	Spreads pollen to attack enemies in an area. (Paralysis Lvl 2 20%)						

008 Stinkhorn

Type: Plant	Element: Ice						
Pact: 45%							
							
EXP: 254							
Gald: 0							
Drop 1: Moss 80%							
Drop 2: Leaf Mold 20%							
Leave: Chamomile							
Steal: Slime Mold 14%							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
21	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6414/94	62/11	323/61	238/41	325/60	223/42	317/57	83/83
SKILLS							
LVL 1	VS Aquatic 2	LVL 40	Ice Element				
LVL 25	Relax 1	LVL 45	Resist Fire 2				
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth	-	-	-	-
50	0	+50	0	-	-	-	-
Lightning	Ice	Light	Darkness	-	-	-	-
0	+25	0	0	-	-	-	-
LVL Name	TP	Element	-	-	-	-	-
10 [Base] Dancing Spore	13	-	-	-	-	-	-
15 [Base] Plague Spore	20	Dark 0	-	-	-	-	-
20 [Base] Shockwave	54	Ice 1	-	-	-	-	-
LVL Power Hit Effect							
10 A B	Spreads mushrooms to attack enemies in an area. (Sick Lvl 2 20%)						
15 C C	Spreads pollen to attack enemies in an area. (Ice Lvl 3 30%)						
35 -	Infests weakening status on all enemies. (Weak Lvl 3 75%)						

009 Toadstool

Type: Plant	Element: Dark						
Pact: 45%							
							
EXP: 311							
Gald: 0							
Drop 1: Mushroom 44%							
Drop 2: Leaf Mold 35%							
Leave: Poison Bottle							
Steal: Slime Mold 10%							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
36	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
407/257	187/20	482/61	376/749	453/58	324/41	525/66	49/49
SKILLS							
LVL 1	VS Aquatic 2	LVL 25	Sleep Attack 2				
LVL 15	Resist Sleep 2	LVL 30	HP Increase 2				
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth	-	-	-	-
0	0	0	0	-	-	-	-
Lightning	Ice	Light	Darkness	-	-	-	-
0	0	+25	+25	-	-	-	-
LVL Name	TP	Element	-	-	-	-	-
5 [Base] Poison Breath	8	Water 0	-	-	-	-	-
9 [Base] Waratake	12	-	-	-	-	-	-
LVL Power Hit Effect							
5 B B	Spits fluid to attack the enemy. (Poison Lvl 2 20%)						
9 B B	Scatters mushrooms to attack enemies within a field. (Poison Lvl 2 30%)						

010 Vaudeville

Type: Plant	Element: Dark						
Pact: 45%							
							
EXP: 845							
Gald: 0							
Drop 1: Mushroom 67%							
Drop 2: Slime Mold 20%							
Leave: -							
Steal: Blue Lavender 10%							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
70	100	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
28914/57	290/20	1032/71	573/39	1021/73	437/31	882/61	44/44
SKILLS							
LVL 1	VS Aquatic 3	LVL 40	Technical 1				
LVL 20	Resist Sleep 3	LVL 52	A. ATK Decrease Attack				
LVL 30	Levitate 3	LVL 60	SP Master 1				
LVL 35	Life Charge						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth	-	-	-	-
0	0	0	0	-	-	-	-
Lightning	Ice	Light	Darkness	-	-	-	-
0	0	+25	+25	-	-	-	-
LVL Name	TP	Element	-	-	-	-	-
5 [Base] Venimous Breath	7	Dark 1	-	-	-	-	-
8 [Base] Sleep Spore	11	-	-	-	-	-	-
15 [Base] Dark Spore	20	Dark 1	-	-	-	-	-
25 [Base] Nightmare	38	Dark 1	-	-	-	-	-
LVL Power Hit Effect							
5 B B	Breathes to attack an enemy. (Poison Lvl 3 30%)						
8 B B	Spreads mushrooms to attack surrounding enemies. (Sleep Lvl 3 30%)						
15 C C	Spreads pollen to attack surrounding enemies. (Sleep Lvl 4 40%)						
25 -	Put all enemies to sleep. (Sleep Lvl 3 75%)						

011 Etheliana

Type: Plant	Element: Wind						
Pact: 60%							
							
EXP: 95							
Gald: 0							
Drop 1: Plant Vine 46%							
Drop 2: Grey Manuscript 15%							
Leave: Seal Bottle							
Steal: -							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
12	25	C	0	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12334/17	90/24	182/53	105/39	139/40	231/66	231/66	20/20
SKILLS							
LVL 1	VS Aquatic 1	LVL 14	Sealed Artes Attack 1				
LVL 7	Resist Sealed Artes 1	LVL 21	Resist Ice 1				
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth	-	-	-	-
0	0	+25	+50	-	-	-	-
Lightning	Ice	Light	Darkness	-	-	-	-
0	50	0	0	-	-	-	-
LVL Name	TP	Element	-	-	-	-	-
3 [Base] Photosynthesis	3	-	-	-	-	-	-
10 [Base] Tangle Bloom	17	Wind 1	-	-	-	-	-
LVL Power Hit Effect							
3 B B	Restores 30% of max HP.						
10 B B	Ejects pollen forward to attack the enemy. (Mute Lvl 1 10%)						

012 Gracilis

Type: Plant	Element: Wind
Pact: 45%	Residence: Iselia Human Ranch



EXP:	145
Gald:	0
Drop 1:	Plant Vine 65%
Drop 2:	Flower Petal 44%
Leave:	Yellow Manuscript
Steal:	Beautiful Flower 21%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
13	50	C	0	D	0
HP	TP	P. ATK	A. ATK	DEF	A. DEF
14194367	6315	196/53	169/47	152/40	202/56

SKILLS

LVL 1	VS Aquatic 2
LVL 15	A. DEF Increase 2

LVL 35	Relax 1
LVL 45	Resist Ice 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0
LVL Name	TP	Element	
10	(Base) Bitter Blossom	15	Wind 1
25	(Base) Pollen Lullaby	38	Wind 1
40	(Base) Rending Whips	60	-

LVL Power Hit Effect

10	B	Shoots pollen forward to attack the enemy. (Decreases prep time 30%. 60 seconds)
25	B	Shoots pollen to attack the enemy. (Sleep LVL 2 30-30%)
40	B	Rolls on its side to charge at the enemy.

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0
LVL Name	TP	Element	
5	(Base) Photosynthesis	5	-
10	(Base) Glimmer Dust	12	Wind 0
20	(Base) Whip Wine	30	-

LVL Power Hit Effect

5	-	Restores own HP by 30% of max.
8	B	Launches spores forward to attack. (Paralyze LVL 2 20%)
20	B	A. Spins the body to chain attacks on the enemy.

015 Dionaea

Type: Plant	Element: Earth
Pact:	Residence: Gladheim



EXP:	911
Gald:	0
Drop 1:	Flower Petal 16%
Drop 2:	Anime 18%
Leave:	-
Steal:	Blue Savory 16%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
70	200	C	-	E	0
HP	TP	P. ATK	A. ATK	DEF	A. DEF
31981651	510/41	812/68	508/40	661/50	826/62

SKILLS

LVL 1	VS Aquatic 3
LVL 12	Resist Wind 3
LVL 20	SP Master 1

LVL 24	Item Finder 2
LVL 37	Speed Decrease Attack 2

LVL 46	INcrease 3
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
8	(Base) Pollen Lullaby	9	Wind 0
32	(Base) Body Press	24	-
45	(Base) Nightmare Rush	51	-
58	(Base) Gal's Athrene	87	Earth 2

LVL Power Hit Effect

8	A	Shoots pollen to attack enemies. (Sleep LVL 4 40%)
32	C	Jumps up in the air to thrust down at the enemy.
45	S	Spins hands at high velocity to chain attacks against enemy.
58	B	Splits the earth directly below himself to attack enemies.

013 Shallow Grave

Type: Plant	Element: Earth
Pact: 45%	Residence: Camberto Caves



EXP:	156
Gald:	0
Drop 1:	Plant Vine 40%
Drop 2:	Leaf Mold 20%
Leave:	Apple Gel
Steal:	Beautiful Flower 14%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
18	50	C	-	E	0
HP	TP	P. ATK	A. ATK	DEF	A. DEF
1702357	931/17	311/63	150/32	196/40	233/51

SKIES

LVL 1	VS Aquatic 1
LVL 15	Resist Wind 1

LVL 35	DEX Increase 2
LVL 45	Item Finder 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
6	(Base) Earth Roar	20	-
8	(Base) Scream	16	-
11	(Base) Belly Dance	22	Earth 1

LVL Power Hit Effect

6	-	Restores one ally's TP by 15%.
8	-	Lowers enemy's and allies' P. DEF (P. DEF 30% down, 75% success: 60 seconds)
11	-	Raises movement speed of all allies (Movement speed 30% up, 75% success: 60 seconds)

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
4	(Base) Earth Roar	12	-
12	(Base) Giga Scream	21	-
19	(Base) Marabou Waltz	33	Dark 1
24	(Base) Rampage	36	-

LVL Power Hit Effect

4	-	Restores one ally's TP by 15%.
12	-	Deals sick status to all enemies. (Sick (LVL 3 75%)
19	-	Lowers the P. DEF and A. DEF of all enemies. (P. DEF 30% down, 50% success: 60 seconds)

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
4	(Base) Earth Roar	12	-
12	(Base) Giga Scream	21	-
19	(Base) Marabou Waltz	33	Dark 1
24	(Base) Rampage	36	-

014 Truncata

Type: Plant	Element: Earth
Pact: 30%	Residence: Qwest: Camberto Caves (Rank A)



EXP:	477
Gald:	0
Drop 1:	Plant Vine 77%
Drop 2:	Sap 10%
Leave:	Life Bottl
Steal:	Beautiful Flower 14%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	-	E	0
HP	TP	P. ATK	A. ATK	DEF	A. DEF
18519651	331/31	785/83	439/40	557/55	477/47

SKIES

LVL 1	VS Aquatic 2
LVL 20	P. DEF Increase 2

LVL 40	Life Drain 2
LVL 60	Resist Wind 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
5	(Base) Pollen Remedy	7	Wind 0
10	(Base) Custer Rain	13	Water 0
30	(Base) Body Press	26	-
50	(Base) Nightmare Rush	66	-

LVL Power Hit Effect

5	-	Scatters fluid at enemies over a wide area. (Lowers DEF 30%, 30% success: 60 seconds)
10	C	Jumps into the air to slam into an enemy and knock them down.
30	C	Jumps into the air to slam into an enemy and knock them down.

RESISTANCES (%) & ARTES

Fire	Water

018 Korrigan

Type: Plant	Element: Earth
Pact: 30%	Residence: Quest: Volcanic Core (Rank A)
	

EXP: 449
Gold: 899
Drop 1: Thick Leaf 83%
Drop 2: Flower Petal 24%
Leave: Melange Gel
Steal: Beautiful Flower 16%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	100	C	-	C	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF DEX LUCK
12585/1356	129/8	564/48	730/66	446/41	773/67 559/49 6/6

SKILLS

LVL 1	VS Aquatic 2
LVL 8	Resist Petrofy
LVL 10	Raise Dex 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
5 [Base] Pollen Blight	7	Wind 0
20 [Base] Abundance	39	Earth 1
30 [Base] Rampage	39	-
LVL Power Hit Effect		

5 B	B	Fires pollen straight forward to attack the enemy! (Trembling (Lvl 30%)
20 -	-	Raises all allies' Def and Res. (Def 60% up; 75% success; 30 seconds) (Res 60% up; 75% success; 30 seconds)
30 B B	B	Attack the enemy with a flurry of hits.

019 Hamadryad

Type: Plant	Element: Earth
Pact: 45%	Residence: Triet Ruins
	

EXP: 415
Gold: 829
Drop 1: Thick Leaf 81%
Drop 2: Plant Vine 29%
Leave: Panacea Bottle
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	50	B	-	C	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF DEX LUCK
12039/381	273/24	447/38	808/77	586/54	756/70 592/56 5/5

SKILLS

LVL 1	VS Aquatic 2
LVL 8	Mental Charge
LVL 10	Stealth 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
5 (Magis) Barrier	8	Earth 1
7 (Base) Contagion	12	-
10 (Magis) Dispel	16	Earth 1
25 (Base) Sylvan Echoes	25	Earth 1
30 (Base) Calamity	45	-
LVL Power Hit Effect		

5 -	(Prep time 6s) Raises Def of one ally. (P. DEF 30% up; 100% success; 90 seconds)
7 -	Sends all enemies into Sick status. (Sick (Lvl 3 50%)
10 -	(Prep time 4s) Removes all magical ailments from one ally.
25 -	Raises one ally's A. ATK stat. (A. ATK 30% up; 100% success; 90 seconds)
30 A A	Attacks the enemy with a flurry of hits, knocking them into the air.

020 Puck

Type: Plant	Element: Wind
Pact: 30%	Residence: Building Number Two
	

EXP: 449
Gold: 899
Drop 1: Thick Leaf 61%
Drop 2: Plant Vine 20%
Leave: Shock Bottle
Steal: Beautiful Flower 19%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	100	C	-	C	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF DEX LUCK
12063/381	320/29	413/39	776/88	673/55	680/66 477/47 52/52

SKILLS

LVL 1	VS Aquatic 2
LVL 17	Resist Sealed Areas 2
LVL 30	Relax 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL Name	TP	Element
10 (Magis) Wind Blade	8	Wind 1
15 [Base] Ruination	30	-
20 (Magis) Turbulence	22	Wind 1
21 [Base] Shenanigans	18	Wind 1
33 [Base] Tangle Bloom	58	Wind 1
34 (Magis) Cyclone	50	Wind 2
LVL Power Hit Effect		

10 B	C	(Prep time 4s) Summons wind blades to attack enemies in an area.
15 -	-	Reduces Def and Res of all enemies. (Def Down 30%; 75% success; 60 seconds)
20 A C	C	(Def Down 30%; 75% success; 60 seconds)
21 -	-	(Prep time 6s) Calls up a whirlwind to surround the enemy and attack.
33 B C	C	Shoots pollen forward to attack enemy (Mute (Lvl 3 30%)
34 A A	A	(Prep time 8s) Calls up a tornado to surround enemies in an area and attack.

021 Lailah

Type: Beast	Element: Fire
Pact: 60%	Residence: Lake Sinoe Cave
	

EXP: 32
Gold: 0
Drop 1: Small Fang 49%
Drop 2: Fluffy Ear 26%
Leave: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
4	25	C	-	B	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF DEX LUCK
667/394	26/15	127/77	44/27	116/69	33/20 106/64 80/80

SKILLS

LVL 1	VS Birds 1
LVL 15	Run Away

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL Name	TP	Element
8 (Base) Back Rush	9	-
13 (Base) Howl	15	Fire 1
LVL Power Hit Effect		
8 C C	C	Kicks the enemy with its back legs.
13 -	-	Raises own P.ATK. (P.ATK 30% Up; 100% success; 90 seconds)

023 Black Wolf

Type: Beast	Element: Dark				
Pact: 45%	Residence: Caliseum				
EXP: 56					
Gald: 0					
Drop 1: Small Fang 54%					
Drop 2: Wolf Fur 18%					
Leave: Lavender					
Steal: -					
LVL 1 MAX LVL	GROWTH	FLY	MOVE	STUN	
5 / 50	C	-	B	0	
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK				
22/4394 / 3415	164/87 51/27	130/69	38/20	99/54	89/89
SKILLS					
LVL 1 VS Bird 1	LVL 30 P. ATK Increase 2				
LVL 2 Critical 1	LVL 38 Resist Light 1				
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
0	0	0	0		
Lightning	Ice	Light	Darkness		
0	0	25	+25		
LVL Name	TP	Element			
15 (Base) Back Rush	15				
20 (Base) Dagger Claw	20				
LVL Power Hit Effect					
15 C C Kicks the enemy with its back legs.					
20 C C Drives an enemy into the ground to attack.					

024 Hell Hound

Type: Beast	Element: Fire				
Pact: 45%	Residence: Cape Fortress				
EXP: 251					
Gald: 0					
Drop 1: Fluffy Fur 39%					
Drop 2: Wolf Fur 17%					
Leave: Melange Gel					
Steal: Sharp Claw 24%					
LVL 1 MAX LVL	GROWTH	FLY	MOVE	STUN	
29 / 50	C	-	B	0	
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK				
28/7394 / 123/15	584/82 19/022	518/74	154/20	419/59	74/74
SKILLS					
LVL 1 VS Bird 1	LVL 27 Resist Sick 2				
LVL 21 Speed Decrease Attack 1					
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
+25	-50	0	0		
Lightning	Ice	Light	Darkness		
0	+50	0	0		
LVL Name	TP	Element			
8 (Base) Tail Whip	8				
15 (Base) Howl	15	Fire 1			
LVL Power Hit Effect					
8 C C Hits enemy with its tail to attack.					
15 - - Raises own P. ATK. (P. ATK 30% up; 100% success: 90s)					

025 Padfoot

Type: Beast	Element: Light				
Pact: 45%	Residence: Cape Fortress				
EXP: 251					
Gald: 0					
Drop 1: Fluffy Fur 40%					
Drop 2: Wolf Fur 22%					
Leave: Scorch Manuscript					
Steal: Basil 31%					
LVL 1 MAX LVL	GROWTH	FLY	MOVE	STUN	
29 / 50	C	-	B	0	
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK				
28/7394 / 123/15	584/82 19/022	518/74	154/20	419/59	74/74
SKILLS					
LVL 1 VS Bird 2	LVL 33 Lure 2				
LVL 17 A. DEF Increase 2	LVL 44 Resist Darkness 1				
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
0	0	0	0		
Lightning	Ice	Light	Darkness		
0	0	+25	-25		
LVL Name	TP	Element			
10 (Base) Tail Whip	10				
21 (Base) Double Claws	21				
LVL Power Hit Effect					
10 C C Whip the tail to attack an enemy.					
21 C C Attack the enemy by clawing with front legs.					

026 Fenrir

Type: Beast	Element: Ice				
Pact: 30%	Residence: Temple of Ice				
EXP: 225					
Gald: 0					
Drop 1: Fluffy Fur 48%					
Drop 2: Wolf Fur 2%					
Leave: Scarlet Manuscript					
Steal: Basil 31%					
LVL 1 MAX LVL	GROWTH	FLY	MOVE	STUN	
24 / 100	C	-	A	0	
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK				
78/9515 / 139/26	339/76 254/48	381/78	254/51	345/68	52/52
SKILLS					
LVL 5 VS Bird 2	LVL 15 DEX Increase 2				
LVL 10 Ice Element	LVL 21 Resist Paralysis 2				
LVL 44 Resist Fire 1					
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
0	0	0	0		
Lightning	Ice	Light	Darkness		
0	0	+25	-25		
LVL Name	TP	Element			
10 (Base) Tail Whip	10				
21 (Base) Double Claws	21				
LVL Power Hit Effect					
10 C C Whip the tail to attack an enemy.					
21 C C Attack the enemy by clawing with front legs.					

027 Cerberus

Type: Beast	Element: Fire					
Pact: 30%	Residence: Ginnungap					
EXP: 562						
Gald: 0						
Drop 1: Small Fang 44%						
Drop 2: Sharp Claw 22%						
Leave: Lemon Gel						
Steal: -						
LVL 1 MAX LVL	GROWTH	FLY	MOVE	STUN		
60 / 100	C	-	C	0		
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK					
180/8/50 / 303/23	908/81	512/46	914/83	508/46	767/68	737/73
SKILLS						
LVL 1 VS Bird 2	LVL 30 HP Increase 2					
LVL 10 Fire Element	LVL 40 Resist Water 3					
LVL 20 Resist Sick 3	LVL 55 Regenerate 2					
RESISTANCES (%) & ARTES						
Fire	Water	Wind	Earth			
+25	-50	0	0			
Lightning	Ice	Light	Darkness			
0	-50	0	0			
LVL Name	TP	Element				
5 (Base) lava Burst	7	Fire 1				
15 (Base) Breath of Fire	20	Fire 1				
45 (Base) Fatal Frenzy	39	-				
65 (Base) Destruction	85	Fire 2				
LVL Power Hit Effect						
5 C C Shoots a fiery projectile to attack.						
15 S A Breathes fire to attack.						
45 - - Lowers own P. DEF, but raises P. ATK. (P. ATK Up 60%; 100% success; 30 seconds) (Def Down 60%, 100% success: 30 seconds)						
65 A C Causes an explosion around itself, sending enemies flying and crashing back to Earth.						

028 Orion

Type: Beast	Element: Light					
Pact: -	Residence: Gladshiem					
EXP: 942						
Gald: 0						
Drop 1: Sharp Claw 46%						
Drop 2: Mane 33%						
Leave: -						
Steal: Blue Verbena 12%						
LVL 1 MAX LVL	GROWTH	FLY	MOVE	STUN		
78 / 100	A	-	A	0		
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK					
251/10/515 / 446/26	106/0/79	62/6/41	1095/81	707/44	879/66	46/46
SKILLS						
LVL 1 VS Bird 3	LVL 28 SP Master 2					
LVL 7 Light Element	LVL 50 Resist Darkness 3					
LVL 13 Speed Decrease Attack 2	LVL 60 Resurrect					
LVL 24 Lure 3						
RESISTANCES (%) & ARTES						
Fire	Water	Wind	Earth			
0	0	0	0			
Lightning	Ice	Light	Darkness			
0	0	+25	-25			
LVL Name	TP	Element				
3 (Base) Razor Claw	4	Wind 0				
18 (Base) Devouring Light	24	Light 1				
35 (Mag) Sol Grial	69	Light 1				
47 (Mag) Holy Light	82	Light 2				
LVL Power Hit Effect						
3 B B Sends blades of wind flying to attack enemies.						
18 B B Attacks enemies with breath of light. (A. DEF down 30%; 60% success: 60 seconds)						
35 - - Raises Def and Res of all allies. (P. DEF & A. DEF up 30%; 100% success: 60 seconds)						
47 A S Calls down a sword of light from the heavens.						

029 Bear

Type: Beast	Element: Fire
Pact: 60%	Residence: Tower of Mana



EXP:	48
Gald:	0
Drop 1:	Fluffy Fur 46%
Drop 2:	Small Fang 33%
Leave:	Apple Gel
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
6	25	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
927468	38/21	169/86	61/31	164/84	69/32	110/53	43/43

SKILLS

LVL 1	VS Bird 1
LVL 3	Lure 1

LVL 10	HP Increase 1
LVL 25	Resist Water 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
6	(Base) Power Attack	7	-
15	(Base) Body Press	25	-
LVL Power Hit Effect			
6 C	C	Strikes with both hands to send the enemy to the ground.	
15 C	C	Jumps up in the air to strike the enemy and send them to the ground.	

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
8	(Base) Power Attack	7	-
15	(Base) Body Press	25	-
LVL Power Hit Effect			
6 C	C	Strikes with both hands to send the enemy to the ground.	
15 C	C	Jumps up in the air to strike the enemy and send them to the ground.	

030 Grisley

Type: Beast	Element: Fire
Pact: 45%	Residence: Temple of Ice



EXP:	190
Gald:	0
Drop 1:	Fluffy Fur 46%
Drop 2:	Bear Skin 13%
Leave:	Life Bottle
Steal:	Sharp Claw 26%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
22	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
2503/478	101/19	425/86	132/26	422/84	152/32	311/58	24/24

SKILLS

LVL 1	VS Bird 1
LVL 15	PAK Increase 1

LVL 50	P. ATK Increase 3
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
8	(Base) Power Attack	8	-
15	(Base) Crush	30	-
LVL Power Hit Effect			
8 C	C	Strike with both hands to send the enemy to the ground.	
15 C	C	Hit the enemy with both hands to send them crashing into the ground.	

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
8	(Base) Tackle	11	-
15	(Base) Center	26	-
40	(Base) Backhand Blow	35	-
LVL Power Hit Effect			
5 B	C	Throws two levels of punches, then attacks with rocking.	
8 B	C	Body slam to send the enemy flying.	
30 -	-	Restores own HP by 30% of max.	
40 C	C	Twists backhand the enemy.	

032 Were Bear

Type: Beast	Element: Fire
Pact: 30%	Residence: Quest: Volcanic Cave (Rank A)



EXP:	468
Gald:	936
Drop 1:	Fluffy Fur 45%
Drop 2:	Bear Skin 13%
Leave:	Nectar Bottle
Steal:	Mane 9%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
50	100	C	-	A	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1422/6488	214/18	767/83	501/54	671/91	492/51	719/77	3/3

SKILLS

LVL 1	VS Bird 2
LVL 10	Lure 2

LVL 20	Regenerate 1
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
5	(Base) Combo	7	-
8	(Base) Tackle	11	-
30	(Base) Center	26	-
40	(Base) Backhand Blow	35	-
LVL Power Hit Effect			
5 B	C	Throws two levels of punches, then attacks again.	
8 B	C	Body slam to send the enemy flying.	
30 -	-	Restores own HP by 30% of max.	
40 C	C	Twists body to backhand the enemy.	

033 Wolf Heddin

Type: Beast	Element: Ice
Pact:	Residence: Quest: Volcanic Cave (Rank A)



EXP:	664
Gald:	1328
Drop 1:	Fluffy Fur 58%
Drop 2:	Wolf Fur 25%
Leave:	Syrup Bottle
Steal:	Sharp Claw 31%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
51	200	C	-	A	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1463/5149	166/16	720/73	550/59	770/81	559/56	630/66	81/81

SKILLS

LVL 1	VS Bird 2
LVL 8	Critical 2

LVL 15	PAK Increase 2
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
5	(Base) Combo	6	-
30	(Base) Center	23	-
40	(Base) Backhand Blow	30	-
55	B	Heavy Wolf	62
LVL Power Hit Effect			
5 B	C	Throws a flurry of blows to send the enemy flying, then smashes them down into the earth.	
30 -	-	Restores own HP by 30% of max.	
40 C	C	Twists body to backhand the enemy.	
55 B	B	Unleashes a flurry of blows to send the enemy flying, then smashes them down into the earth.	

034 Galf Beast

Type: Beast	Element: Lightning
Pact:	Residence: Coliseum



EXP:	781
Gald:	0
Drop 1:	Fluffy Fur 6%
Drop 2:	Mane 21%
Leave:	-
Steal:	Gulf's Melancholy 31%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
60	200	C	-	C	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1774/2468	31/20	1103/84	390/31	1025/84	440/42	638/53	72/72

SKILLS

LVL 1	VS Bird 2
LVL 20	SP Master 1

LVL 60	Add Combo 2
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	0
Lightning	Ice	Light	Darkness
-25	0	0	0
LVL Name	TP	Element	
7	(Base) Grim Harvest	8	-
18	(Base) Juggernaut	20	-
33	(Base) Killer Instinct	25	-
55	(Base) Lightning Devastation	83	Lightning 2
LVL Power Hit Effect			
7 C	C	Deals the enemy three times in a row, and restores 10% of own HP to the user.	
18 B	C	Body slams the enemy to send them into the ground.	
33 -	-	Lowers own P. DEF to raise P. ATK (60% up, 100% success; 30 seconds) (Def 30% down, 100% success; 30 seconds)	
55 A	C	Calls lightning down from the sky.	

035 Wild Rabbit

Type: Beast	Element: Earth
Pact: 60%	Residence: Tower of Mana
EXP: 24	
Gald: 0	
Drop 1: Fluffy Fur 14%	
Drop 2: Fluffy Manuscript 11%	
Leave: Apple Gel	
Steal: Carrot 33%	
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
3 25 C - C 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
48/237 27/17 91/63 38/26 76/53 65/46 110/78 94/94	
SKILLS	
LVL 1 VS Bird 1	LVL 25 Resist Wind 1
LVL 13 Item Getter	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
10 (Base) Dust Cloud 14 Earth 1	
15 (Base) Foot Kick 17	
LVL Power Hit Effect	
8 B B Kicks up dust to attack the enemy. (DEX 30% down; 30% success; 30 seconds)	
15 C C Summons power to kick the enemy.	

038 Vorpal Bunny

Type: Beast	Element: Dark
Pact: 45%	Residence: Quest: Dwarfes' Ore Mines (Rank A)
EXP: 552	
Gald: 0	
Drop 1: Fluffy Fur 47%	
Drop 2: -	
Leave: Lemon Gel	
Steal: Dragon Skull 2%	
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
48 50 C - C 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
12144/337 253/17 830/73 408/31 574/53 508/45 692/63 681/68	
SKILLS	
LVL 1 VS Bird 2	LVL 40 Resist Increase 2
LVL 10 Resist Sleep 2	LVL 45 Resist Light 1
LVL 35 Critical 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 25 +25	
LVL Name TP Element	
10 (Base) Somersault 10 -	
25 (Base) Spectral Shield 25 Dark 1	
LVL Power Hit Effect	
10 C C Kicks the enemy to send them flying into the air before they crash back to earth.	
25 - Raises own P.DEF (P.DEF 30% up; 100% success; 90 seconds)	

039 Micasa

Type: Beast	Element: Light
Pact: -	Residence: Gladshiem
EXP: 725	
Gald: 0	
Drop 1: Fluffy Fur 51%	
Drop 2: Rabbit Tail 25%	
Leave: -	
Steal: Cheese 71%	
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
60 100 A - C 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
16251/337 350/17 941/61 551/29 802/51 699/49 94/66 62/62	
SKILLS	
LVL 1 VS Bird 3	LVL 33 Resist Sleep 3
LVL 8 Stealth 2	LVL 43 Resist Light 3
LVL 23 SP Master 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 +25 -25	
LVL Name TP Element	
3 (Base) Dust Cloud 4 Earth 0	
5 (Magjic) Resist 10 Light 1	
12 (Base) Foot Kick 11 -	
15 (Magjic) Photon 34 Light 1	
20 (Base) Somersault 18 -	
28 (Base) Anti-Magic 25 Light 1	
45 (Base) Living Wish 121 Light 2	
50 (Magjic) Revive 96 Light 2	
LVL Power Hit Effect	
3 B B Kicks up dust to attack the enemy. (DEX down 30%; 30% success; 60 seconds)	
5 - Raises own P.DEF (A.DEF up 30%; 100% success; 90 seconds)	
32 C C A powerful kick attack!	
15 A A Kicks the enemy to send them flying into the air before they crash back to earth.	
20 C C Raises own A.DEF (A.DEF 30% up; 100% success; 90 seconds)	
45 - Restores the HP of enemies in the area 5 times, restoring 12% of max HP each time.	
60 (Prep time 6s) Once during battle, automatically resurrects one ally if they're KO'd.	

036 Cotton Tail

Type: Beast	Element: Earth
Pact: 45%	Residence: Cape Fortress
EXP: 242	
Gald: 0	
Drop 1: Fluffy Fur 19%	
Drop 2: Rabbit Tail 5%	
Leave: Orange Gel	
Steal: Lettuce 45%	
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
28 50 C - C 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
237/337 186/22 442/63 189/26 378/53 440/61 407/58 50/50	
SKILLS	
LVL 1 VS Bird 1	LVL 25 Luck Increase 2
LVL 13 A. DEF Increase 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 -50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
10 (Base) Dust Cloud 15 Earth 1	
20 (Base) Somersault 20	
LVL Power Hit Effect	
10 B B Kicks up dust to attack the enemy. (DEX 30% down; 30% success; 60 seconds)	
20 C C Kicks the enemy to send them flying into the air before they crash back to earth.	

037 Carbuncle

Type: Beast	Element: Fire
Pact: 30%	Residence: Ginnungagap
EXP: 552	
Gald: 0	
Drop 1: Fluffy Fur 38%	
Drop 2: Rabbit Tail 8%	
Leave: Melange Gel	
Steal: -	
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
59 100 C - C 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
487/337 316/22 883/63 568/41 752/53 426/46 813/58 34/34	
SKILLS	
LVL 1 VS Bird 2	LVL 35 A. ATk Increase 2
LVL 10 IP Increase 2	LVL 40 Resist Water 1
LVL 20 Resist Stick 2	LVL 45 Relax 2
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+25 -50 0 0	
Lightning Ice Light Darkness	
0 +50 0 0	
LVL Name TP Element	
7 (Base) Purification 6 Fire 1	
10 (Base) Dust Cloud 13 Earth 0	
25 (Base) Inspirit 22 Fire 1	
LVL Power Hit Effect	
7 - Restores one ally's HP by 60%.	
10 B B Kicks up dust to attack enemy. (DEX 30% down; 30% success; 60 seconds)	
25 - Raises own P.ATK (P.ATK 30% up; 100% success; 90 seconds)	

040 Peallaidh

Type: Beast	Element: Light
Pact: 45%	Residence: Ginnungagap
EXP: 848	
Gald: 0	
Drop 1: Fluffy Fur 37%	
Drop 2: Mane 11%	
Leave: Panacea Bottle	
Steal: -	
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
76 50 C - C 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
10/39/337 47/37 105/98 544/31 903/48 978/51 1218/68 15/15	
SKILLS	
LVL 1 VS Bird 2	LVL 40 Resist Darkness 1
LVL 10 Resist Weak 2	LVL 45 Technical 1
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 +25 -25	
LVL Name TP Element	
5 (Base) Nut Collector 5 -	
8 (Base) Dust Cloud 12 Earth 0	
20 (Base) Anti-Magic 20 Light 1	
30 (Base) Wild Canter 53 -	
LVL Power Hit Effect	
5 C C Throws an acorn at the enemy.	
8 B B Kicks dust at the enemy to attack. (DEX down 3%; 100% success; 90 seconds)	
20 - Raises own A. DEF (A. DEF up 30%; 100% success; 90 seconds)	
30 - Raises all allies' A. DEF (A. DEF up 60%; 50% success; 30 seconds)	

041 Gunna

Type: Beast

Element: Fire

Pact: 30%

Residence: Gladsheim



EXP:	725
Gald:	0
Drop 1:	Fluffy Fur 40%
Drop 2:	Mane 14%
Leave:	Life Bottle
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
60	50	C	E	C	D
HP	TP	P. ATK	A. ATK	DEF	A. DEF
15024/337	307/17	921/68	383/26	885/63	631/46

SKILLS

LVL 1 VS Bird 3

LVL 35 Resist Darkness 3

LVL 12 Resist Weak 3

LVL 48 Regenerate 1

LVL 16 EXP Plus 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL Name

TP Element

5 [Base] Dust Cloud

7 Earth 0

20 [Base] Inspire

18 Fire 1

26 [Base] Not Collector

23 -

42 [Base] Fire Shrieker

74 Fire 2

LVL Power Hit Effect

5 B B Kicks dust at the enemy. (DEX down 30%; 20% success: 60 seconds)

20 - - Raises own P. ATK. (P. ATK up 30%; 100% success: 90 seconds)

26 C C Throws an acorn at the enemy.

42 A C Causes a huge explosion in the area, sending enemies flying.

LVL 49

LVL 50

LVL 51

LVL 52

LVL 53

LVL 54

LVL 55

LVL 56

LVL 57

LVL 58

LVL 59

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LVL 335

047 Serpent

Type: Beast	Element: Fire		
Pact: 60%	Residence: Underground Ruins		
EXP: 48	Gald: 0		
Drop 1: Small Fang 35%	Drop 2: Slough 7%		
Leave: Poison Bottle	Steal: -		
LVL 1 MAX LVL: 6 / 25	GROWTH: C / C / B / 0		
HP: 877/409 TP: 3515 P.ATK: 145/67 A.ATK: 68/32 DEF: 1 A.DEF: 5 DEX: 1 LUCK: 122/59	STUN: 19/19		
SKILLS			
LVL 1 VS Bird 1	LVL 25 Resist Water 1		
LVL 13 P. DEF Increase 1			
RESISTANCES (%) & ARTES			
Fire: +25	Water: 50	Wind: 0	Earth: 0
Lightning: 0	Ice: +50	Light: 0	Darkness: 0
LVL Name: 8 [Base] Venomous Fang	TP: 9	Element: -	-
15 [Base] Spike Tail	17	-	-
LVL Power Hit Effect			
8 C C Sends the enemy flying and then bites them. (Poison LVL 2 20%)			
15 C C Hits the enemy with tail.			
Steal: -			

048 Viper

Type: Beast	Element: Lightning		
Pact: 45%	Residence: Temple of Earth		
EXP: 311	Gald: 0		
Drop 1: Small Fang 39%	Drop 2: Slough 16%		
Leave: Paralysis Bottle	Steal: -		
LVL 1 MAX LVL: 36 / 50	GROWTH: C / C / B / 0		
HP: 363/1409 TP: 156/15 P.ATK: 63/072 A.ATK: 315/37 DEF: 1 A.DEF: 5 DEX: 1 LUCK: 234/27	STUN: 515/59 73/73		
SKILLS			
LVL 1 VS Bird 1	LVL 30 Poison Attack 2		
LVL 8 Lure 1	LVL 40 Resist Earth 1		
RESISTANCES (%) & ARTES			
Fire: 0	Water: +50	Wind: 0	Earth: 50
Lightning: +50	Ice: 0	Light: 0	Darkness: 0
LVL Name: 5 [Base] Venomous Fang	TP: 5	Element: -	-
15 [Base] Venom Spray	23	Water 0	-
LVL Power Hit Effect			
5 C C Sends the enemy flying and then bites them. (Poison LVL 3 30%)			
15 B B Shoots fluid forward to attack enemy. (Poison LVL 3 30%)			

049 Kosh

Type: Beast	Element: Wind		
Pact: -	Residence: Gladheim		
EXP: 725	Gald: 0		
Drop 1: Small Fang 45%	Drop 2: Slough 21%		
Leave: -	Steal: Blue Saffron 1%		
LVL 1 MAX LVL: 60 / 100	GROWTH: C / B / 0		
HP: 1763/7424 TP: 192/12 P.ATK: 903/62 A.ATK: 569/37 DEF: 1 A.DEF: 5 DEX: 1 LUCK: 823/59 443/32 897/64 9/9	STUN: -		
SKILL: LS			
LVL 1 VS Bird 3	LVL 35 Lure 2		
LVL 20 SP Master 4	LVL 40 Paralysis Attack 3		
LVL 28 Poison Attack 3	LVL 42 P. DEF Increase 2		
RESISTANCES (%) & ARTES			
Fire: 0	Water: 0	Wind: +25	Earth: +50
Lightning: 0	Ice: -50	Light: 0	Darkness: 0
LVL Name: 4 [Base] Grit Fang	TP: 4	Element: -	-
10 [Base] Spike Tail	9	-	-
17 [Base] Sun Droplet	22	Water 0	-
23 [Base] Feral Instinct	20	Wind 1	-
LVL Power Hit Effect			
4 C C Sends the enemy flying then bites them. (Paralysis LVL 3 30%)			
10 C C Swings tail to hit an enemy.			
17 B B Shoots fluid from its mouth to attack. (Paralysis LVL 3 30%)			
23 - - Lowers one enemy's P. ATK. (P. ATK 60% down; 100% success; 30 seconds)			

050 Lizard

Type: Beast	Element: Water		
Pact: 45%	Residence: Underground Ruins		
EXP: 60	Gald: 0		
Drop 1: Lizard Tail 28%	Drop 2: Lizard Skin 10%		
Leave: Apple Gel	Steal: -		
LVL 1 MAX LVL: 7 / 50	GROWTH: C / C / C / 0		
HP: 100/7466 TP: 46/18 169/78 79/36 156/73 60/31 156/71 45/45	STUN: -		
SKILLS			
LVL 1 VS Bird 3	LVL 16 Cast Delay Attack		
LVL 8 P. DEF Increase 1	LVL 32 Resist Lightning 1		
RESISTANCES (%) & ARTES			
Fire: +90	Water: +25	Wind: 0	Earth: 0
Lightning: 0	Ice: -50	Light: 0	Darkness: 0
LVL Name: 12 [Base] Touch Down	TP: 18	Element: Earth 0	-
20 [Base] Poison Breath	30	Water 1	-
LVL Power Hit Effect			
12 C C Jumps in the air and comes down to unleash a force wave on enemies.			
20 A A Spits fluid to attack an enemy. (Poison LVL 2 20%)			

051 Basilisk

Type: Beast	Element: Earth		
Pact: 30%	Residence: Ginnungagap		
EXP: 562	Gald: 0		
Drop 1: Lizard Tail 52%	Drop 2: Evil Eye 5%		
Leave: Stone Bottle	Steal: -		
LVL 1 MAX LVL: 60 / 100	GROWTH: C / C / C / 0		
HP: 1468/456 TP: 304/20 903/73 455/36 962/78 431/31 900/71 92/92	STUN: -		
SKILLS			
LVL 1 VS Bird 1	LVL 30 Resist Wind 1		
LVL 3 Resist Petrify 2	LVL 50 Petrify Attack 2		
LVL 15 Speed Decrease Attack 2			
RESISTANCES (%) & ARTES			
Fire: 0	Water: 0	Wind: -50	Earth: +25
Lightning: +50	Ice: 0	Light: 0	Darkness: 0
LVL Name: 8 [Base] Touch Down	TP: 11	Element: Earth 1	-
10 [Base] Dread Change	13	-	-
20 [Base] Petrol Breath	26	Earth 1	-
LVL Power Hit Effect			
8 C C Jumps up in the air then comes down to unleash a shockwave.			
10 C C Body slams an enemy.			
20 A A Breathe sand at the enemy. (Petrify LVL 3 30%)			

052 Salamander

Type: Beast	Element: Fire		
Pact: 30%	Residence: Quest: Temple of Ice (Rank A)		
EXP: 459	Gald: 0		
Drop 1: Horn 20%	Drop 2: Twisted Horn 13%		
Leave: Melange Gel	Steal: -		
LVL 1 MAX LVL: 49 / 100	GROWTH: C / C / C / 0		
HP: 14400/456 TP: 209/20 624/63 416/36 753/37 375/36 806/81 31/31	STUN: -		
SKILLS			
LVL 1 VS Bird 2	LVL 31 Regenerate 2		
LVL 29 Resist Sick 2	LVL 32 Resist Water 2		
LVL 30 Fire Element			
RESISTANCES (%) & ARTES			
Fire: +25	Water: -50	Wind: 0	Earth: 0
Lightning: 0	+50	0	0
LVL Name: 20 [Base] Dread Change	TP: 26	Element: -	-
22 [Base] Breath of Fire	29	Fire 1	-
24 [Base] Ignorant Bliss	21	Fire 1	-
28 [Base] Hammer Fist	37	-	-
LVL Power Hit Effect			
20 C C Body slams the enemy.			
22 A A Breathes fire at the enemy.			
24 - - Raises own P. ATK. (P. ATK up 30%, 100% success: 90 seconds)			
28 C C Hits the enemy twice to attack.			

053 Chimera

Type: Beast	Element: Fire
Pact: 60%	Residence: Iselia Human Ranch



EXP:	79
Gald:	0
Drop 1:	Small Fang 37%
Drop 2:	Grey Manuscript 24%
Leave:	Apple Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
10	25	B	-	B	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF
1120/366	26/7	237/76	121/40	1765/89	107/35

SKILLS

LVL 1	VS Bird 1
LVL 8	Poison Attack 1

LVL 20	Resist Water 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
+25	-50	0	0	0
Lightning	Ice	Light	Darkness	-
0	+50	0	0	-
LVL Name	TP	Element	-	-
6	[Base] Hunt Down	10	-	-
10	[Base] Infuriate	11	-	-
14	[Base] Breath of Fire	24	Fire 1	-
LVL Power Hit Effect	C	While an enemy is in the air, hits them with its head, to steal an item. Cannot steal from allies.	-	-
6	C	While an enemy is in the air, hits them with its head, to steal an item. Cannot steal from allies.	-	-
10	-	Lowers one enemy's P.ATK (P.ATK 30% down; 75% success: 30 seconds)	-	-
14	A	A Breathes fire to attack an enemy.	-	-

054 Kitty Kat

Type: Beast	Element: Dark
Pact:	Residence: Coliseum



EXP:	1208
Gald:	0
Drop 1:	-
Drop 2:	-
Leave:	-
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
100	100	A	-	B	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF
15871/366	436/7	1791/75	976/39	1446/57	955/34

SKILLS

LVL 20	Happiness 3
LVL 62	Resist P. Aliments

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	-50	0	0	0
Lightning	Ice	Light	Darkness	-
0	+50	0	0	-
LVL Name	TP	Element	-	-
6	[Base] Hunt Down	10	-	-
10	[Base] Infuriate	11	-	-
14	[Base] Breath of Fire	24	Fire 1	-
LVL Power Hit Effect	C	While an enemy is in the air, hits them with its head, to steal an item. Cannot steal from allies.	-	-
6	C	While an enemy is in the air, hits them with its head, to steal an item. Cannot steal from allies.	-	-
10	-	Lowers one enemy's P.ATK (P.ATK 30% down; 75% success: 30 seconds)	-	-
14	A	A Breathes fire to attack an enemy.	-	-

055 Manticore

Type: Beast	Element: Fire
Pact: 45%	Residence: Underground Ruins



EXP:	163
Gald:	0
Drop 1:	Sharp Claw 37%
Drop 2:	Twisted Horn 9%
Leave:	Orange Gel
Steal:	18%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	50	C	-	A	0
HP	TP	P.ATK	A.ATK	DEF	A. DEF
62744/91	96/22	373/84	350/81	221/53	194/46

SKILLS

LVL 1	VS Bird 2
LVL 27	P. DEF Decrease Attack 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
+25	-50	0	0	0
Lightning	Ice	Light	Darkness	-
0	+50	0	0	-
LVL Name	TP	Element	-	-
9	[Base] Grim Claw	9	-	-
15	[Base] Great Roar	15	-	-
20	[Base] Breath of Fire	30	Fire 1	-
LVL Power Hit Effect	C	Knocks the enemy to the ground.	-	-
9	C	Raises own P.ATK, and lowers one enemy's Def. (P.ATK 30% up; 100% success: 30 seconds) (Def 30% down; 50% success: 30 seconds)	-	-
15	-	Breathes fire to attack the enemy.	-	-

058 Hippogryph

Type: Beast	Element: Dark
Pact:	Residence: Gladshelm



EXP:	966
Gald:	0
Drop 1:	Devil's Blood 33%
Drop 2:	Philosopher's Stone 5%
Leave:	-
Steal:	Shadow Walk 7%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
80	100	C	-	O	0
HP	TP	P.ATK	A.ATK	DEF	D. DEF
3102/481	411/29	1064/74	1339/96	65/94/6	824/56/619/1

SKILLS

LVL 15	DEX Increase 3
LVL 30	SP Master 3
LVL 36	Resist Light 2
LVL 42	Relax 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	-50	0	+25	+50
Lightning	Ice	Light	Darkness	-
0	+50	0	0	-
LVL Name	TP	Element	-	-
1	[Magj] Dark Sphere	1	-	Dark 1
5	[Magj] Stalagmite	20	-	Earth 1
12	[Magj] Splash	22	-	Water 1
18	[Magj] Negative Gate	32	-	Dark 1
23	[Magj] Icicle Rain	30	-	Ice 1
26	[Magj] Pestilence	34	-	Dark 1
LVL Power Hit Effect	C	Throw a ball of darkness at the enemy, and restore 3% of the damage dealt as IP.	-	-
S	B	[Prep time 5 seconds] Causes rocks to appear beneath the enemy's feet.	-	-
12	B	[Prep time 5 seconds] Brings hail from the sky to strike enemies repeatedly.	-	-
18	B	[Prep time 5 seconds] Summons a magical dimension that traps enemies inside.	-	-
23	B	A	Shards of ice over a wide area.	-
26	A	A	Breathes darkness to attack the enemy. (Sick LVL 4 40%)	-

059 Bumble Bee

Type: Insect Element: Wind
Pact: 60% Residence: Human Farms



EXP: 87
Gald: 0
Drop 1: Insect Wing 38%
Drop 2: Grey Manuscript 8%
Leave: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
11	25	C	0	D	0		
HP	TP	P.ATK A.ATK DEF A.DEF DEX LUCK					
1119/348	85/26	219/69	115/34	185/57	106/31	204/64	56/56

SKILLS

LVL 1 Anti-Plant

LVL 20 Exp Plus

LVL 12 Resist Ice

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
8	(Base) Honey	Y	
15	(Base) Bee Sting	17	-

LVL Power Hit Effect

8: - Restores one ally's HP by 5% of max.
15: C C Fires needles at the enemy to attack.

060 Killer Bee

Type: Insect Element: Wind
Pact: 45% Residence: Kanbete Caves



EXP: 156
Gald: 0
Drop 1: Insect Wing 47%
Drop 2: Stinger 15%
Leave: Poison Bottle
Steal: Venom 4%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
18	50	C	0	D	0		
HP	TP	P.ATK A.ATK DEF A.DEF DEX LUCK					
1669/348	126/26	373/79	190/39	275/57	149/31	240/49	58/58

SKILLS

LVL 1 Anti-Plant

LVL 35 Resist Mute

LVL 10 Sneaking

LVL 45 Paralyze Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
15	(Base) Needle Shot	15	-
25	(Base) Double Thrust	38	-
40	(Base) Headlong Rush	60	-

*The second hit causes Paralyze LVL 3, and has 30% success rate.

LVL Power Hit Effect

15: C C Shoots needles to attack the enemy. (Paralyze LVL 2 20%)
25: C C Strikes the enemy twice with the stinger.
40: B C Strikes enemy many times.

061 Hornet

Type: Insect Element: Wind
Pact: 30% Residence: Quest: Crevas' Ice Tunnel (Rank 1)



EXP: 592
Gald: 0
Drop 1: Insect Wing 54%
Drop 2: Beetle Fluid 11%
Leave: Paralyze Bottle
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
49	100	C	0	D	0		
HP	TP	P.ATK A.ATK DEF A.DEF DEX LUCK					
4174/348	313/26	738/64	417/39	681/57	370/31	733/64	82/82

SKILLS

LVL 1 Anti-Plant 2

LVL 15 Critical 3

LVL 5 Lower P.ATK Attack 2

LVL 27 Resist Ice

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
20	(Base) Impairment	26	-
23	(Base) Bigarre Change	30	-

LVL Power Hit Effect

20: C C Stings the enemy twice to attack. (Weak LVL 3 30%)
23: B C Slices the enemy four times to attack.

062 Queen

Type: Insect Element: Lightning
Pact: - Residence: Gladheim



EXP: 966
Gald: 0
Drop 1: Insect Wing 61%
Drop 2: Stinger 30%
Leave: -
Steal: Blue Basil 10%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
80	100	C	0	D	0		
HP	TP	P.ATK A.ATK DEF A.DEF DEX LUCK					
3026/368	384/22	1478/79	630/34	989/57	571/31	989/54	65/65

SKILLS

LVL 1 Anti-Plant 3

LVL 27 SP Mastery

LVL 10 Swy Attack 3

LVL 37 Resist Ice

LVL 15 Sneaking 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL Name	TP	Element	
5	(Base) Final Sting	4	-
25	(Base) Chaos Blade	29	-
30	(Base) Bigarre Change	39	-
45	(Base) Headlong Rush	60	-
50	(Base) Vector	44	Lightning

*The second hit causes Swy LVL 4, and has 40% success rate.

LVL Power Hit Effect

5: C C Shoots needles to attack the enemy. (Sway LVL 3 30%)
25: C C Strikes the enemy twice to attack. (Sway LVL 3 30%)
30: B B Slices the enemy four times to attack.
45: B C Strikes enemy many times.
50: - Restores one ally's HP to full.

063 Scorpion

Type: Insect Element: Earth
Pact: 60% Residence: Former Triet Site



EXP: 119
Gald: 0
Drop 1: Stinger 31%
Drop 2: -
Leave: Apple Gel
Steal: Venom 6%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
15	25	C	-	E	0		
HP	TP	P.ATK A.ATK DEF A.DEF DEX LUCK					
1694/457	96/24	318/86	188/52	175/44	174/43	226/60	75/75

SKILLS

LVL 1 Anti-Plant

LVL 18 Raise P.ATK

LVL 8 Resist Stone

LVL 23 Resist Wind

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
5	(Base) Spike Tail	6	-
15	(Base) Sand Soar	25	Earth 1

LVL Power Hit Effect

5: C C Strikes with its tail to attack. (Movement speed 30% down; 30% success: 30 seconds)

15: B B Kicks up sand to attack. (Movement speed 30% down; 30% success: 30 seconds)

064 Antares

Type: Insect Element: Dark
Pact: 45% Residence: Former Triet Site



EXP: 201
Gald: 0
Drop 1: Stinger 53%
Drop 2: Beetle Fluid 29%
Leave: Yellow Manuscript
Steal: Bellbane 17%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
18	50	C	-	E	0		
HP	TP	P.ATK A.ATK DEF A.DEF DEX LUCK					
5884/457	105/24	382/91	199/47	242/54	197/43	224/50	93/93

SKILLS

LVL 1 Anti-Plant 2

LVL 30 Resist Light

LVL 8 Resist Sleep

LVL 40 Poison Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25
LVL Name	TP	Element	
5	(Base) Fang Tail	5	-
20	(Base) Death Grip	20	-

LVL Power Hit Effect

5: C C Attacks the enemy with its tail. (Poison LVL 3 30%)

20: C C Scissors the enemy in both claws to knock them into the air, then sends them crashing to the ground. (Hit 60% down; 30% success: 30 seconds)

065 Girtablili

Type: Insect	Element: Ice						
Pact: 30%	Residence: Ginunga Gap						
 <p>EXP: 534 Gold: 0 Drop 1: Stinger 48% Drop 2: Damascus 9% Leave: Life Bottle Steal: Venom 10%</p>							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
57	100	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
578/6457	297/120	989/86	611/52	618/54	611/48	550/45	2/2
SKILLS							
LVL 1	Anti-Plant	LVL 20	Resist Fire				
LVL 3	Raise Def 2	LVL 40	Critical				
LVL 12	Resist Paralysis						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
50	0	+50	0				
Lightning	Ice	Light	Darkness				
		0	0				
LVL Name	TP	Element					
6	[Base] Suntail	5					
10	[Base] Sand Sear	13	Earth 0				
17	[Base] Death Grip	15					
23	[Base] Route Breaker	30	Earth 0				
LVL Power	Hit	Effect					
6	C	Strikes with the tail to attack. (Paralysis Lvl 4 40%)					
10	B	Blows sand up to attack the enemy. (Movement speed -10%)					
17	C	Scoops the enemy in both claws and throws them up into the air (Def 60% down; 30% success; 30 seconds)					
23	C	Jumps straight up in the air and comes down to unleash a shockwave. (Prep time 30% down; 30% success; 60 seconds)					

066 Killer Mantis

Type: Insect	Element: Wind						
Pact: 45%	Residence: Kambell Caves						
 <p>EXP: 173 Gold: 0 Drop 1: Insect Wing 41% Drop 2: Giant Scissor 19% Leave: Poison Bottle Steal: -</p>							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
20	50	C	-	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
191/2405	61/12	336/75	311/66	222/47	193/39	384/80	11/11
SKILLS							
LVL 1	Anti-Plant	LVL 23	Resist Ice				
LVL 5	Raise Dex	LVL 34	Resist Mute				
LVL 9	Life Drain						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
	0	50	0				
LVL Name	TP	Element					
15	[Base] K. Instinct	15					
20	[Base] Poison Breath	30	Water 0				
LVL Power	Hit	Effect					
15	-	Lowers own Def to raise P. ATK. (P. ATK 60% up; 100% success; 30 seconds) (Def 60% down; 100% success; 30 seconds)					
20	B	Spits fluid at the enemy to attack. (Poison Lvl 2 20%)					

067 Lumber Jack

Type: Insect	Element: Wind						
Pact: 30%	Residence: Quest: Cravas Ice Tunnel (Rank A)						
 <p>EXP: 468 Gold: 0 Drop 1: Insect Wing 52% Drop 2: Giant Scissor 22% Leave: Mixed Gel Steal: -</p>							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
50	100	C	-	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12906/405	149/12	868/85	765/71	492/47	434/39	702/65	99/99
SKILLS							
LVL 1	Anti-Plant	LVL 30	Resist Ice				
LVL 8	Raise P. ATK 2	LVL 45	Combo Plus				
LVL 11	Lower Def Attack 2						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
	0	50	0				
LVL Name	TP	Element					
8	[Base] K. Instinct	7					
15	[Base] Plague Breath	20	Water 0				
20	[Base] Crackdown	26	Earth 0				
LVL Power	Hit	Effect					
8	-	Lowers own Def and raises P. ATK. (P. ATK 60% down; 100% success; 30 seconds) (Lowers Def 30%; 100% success; 30 seconds)					
15	B	Jumps straight up, then comes straight down to attack the enemy with shockwaves. (Def 30% down; 30% success; 30 seconds)					
20	C	Spits fluid to attack the enemy. (Sick Lvl 3 30%)					

068 Popsickle

Type: Insect	Element: Electric						
Pact: 60%	Residence: Gladsheim						
 <p>EXP: 119 Gold: 0 Drop 1: Flexible Hide 39% Drop 2: Giant Scissor 34% Leave: - Steal: Blue Saffron</p>							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
15	25	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1694/457	96/24	313/86	188/52	175/44	226/60	75/75	
SKILLS							
LVL 7	Sneaking 3	LVL 30	SP Mastery 2				
LVL 15	Resist Stone	LVL 37	Life Drain				
LVL 26	Accel	LVL 46	Resist Ice				
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	+50	+25				
Lightning	Ice	Light	Darkness				
	+50	0	0				
LVL Name	TP	Element					
1	[Base] K. Instinct	1					
12	[Base] Shade Breath	14	Water 0				
20	[Base] Crash Down	23	Earth 0				
52	[Base] Scamper	59					
LVL Power	Hit	Effect					
1	-	Lowers own Def to raise P. ATK. (P. ATK 60% up; 100% success; 60 seconds) (Def 30% down; 100% success; 60 seconds)					
12	B	Split Fluid to attack. (Paralyze Lvl 4 40%)					
20	C	Jumps straight up then comes back down to send out a shockwave to attack. (Def 60% down; 30% success; 30 seconds)					
52	B	Cuts the enemy down with repetitive attacks.					

069 Crawler

Type: Insect	Element: Earth						
Pact: 45%	Residence: Ganbel Caves						
 <p>EXP: 201 Gold: 0 Drop 1: Shell 25% Drop 2: Grey Maruskin 9% Leave: Apple Gel Steal: Crawler Silk 8%</p>							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
18	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
388/457	105/24	382/91	199/47	242/54	197/43	224/50	93/93
SKILLS							
LVL 1	Anti-Plant	LVL 25	Resist Wind				
LVL 8	Raise Def						
LVL 26	Resist Ice						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	0	0				
Lightning	Ice	Light	Darkness				
	0	0	+25	+25			
LVL Name	TP	Element					
13	[Base] Cocoon	15	Earth 1				
52	[Base] Mana Web	25	Earth 1				
LVL Power	Hit	Effect					
13	-	Raises own P. ATK. (P. ATK 30% up; 100% success; 90 seconds)					
52	C	Shoots silk forward to attack. (Speed 30% down; 30% success; 30 seconds)					

070 Caterpillar

Type: Insect	Element: Earth						
Pact: 30%	Residence: Earth Shrine						
 <p>EXP: 534 Gold: 0 Drop 1: Shell 48% Drop 2: Flexible Hide 9% Leave: Orange Gel Steal: Crawler Silk 10%</p>							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
57	100	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
757/847	297/120	989/86	611/52	618/54	611/48	550/45	2/2
SKILLS							
LVL 1	Anti-Plant	LVL 20	Resist Stone				
LVL 5	Raise Def	LVL 40	Relax				
LVL 26	Resist Wind						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
50	0	+50	0				
Lightning	Ice	Light	Darkness				
	0	+25	0				
LVL Name	TP	Element					
1	[Base] Cocoon	8	Earth 1				
12	[Base] Venom Spray	15	Water 0				
20	[Base] Poison Breath	45	Water 0				
LVL Power	Hit	Effect					
1	-	Raises own Def. (Def 30% up; 100% success; 90 seconds)					
12	B	Shoots fluid to attack the enemy. (Poison Lvl 4 40%)					
20	B	Breathes fluid at the enemy to attack. (Poison Lvl 3 30%)					

071 Embryo

Type: Insect Element: Lightning
Pact: 45% Residence: Temple of Lightning



EXP:	173
Gald:	0
Drop 1:	Shell 42%
Drop 2:	Elastic Leather 20%
Leave:	Melange Gel
Steal:	Crawler Silk 12%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
20	50	C	-	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1912/405	61/12	336/75	311/66	222/47	193/39	384/80	11/11

SKILLS

LVL 1	VS Plant 1	LVL 23	Happiness
LVL 20	HP Increase 1	LVL 27	Resist Earth 1
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	-25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
5	(Base) Cocoon	5	Earth 0
9	(Base) Pepper Smoke	14	Lightning 1
15	(Base) Mana Web	23	Earth 0
LVL Power	Hit	Effect	
5	-	Raises own Def. (Def 30% up; 100% success; 90 seconds)	
9	B	Sprays fluid from their antenna to attack. (Sway Lvl 3 30%)	
15	C	Shoots silk forward to attack. (Movement speed 30% down; 30% success; 60 seconds)	

072 Habetrot

Type: Insect Element: Light
Pact: 30% Residence: Temple of Earth



EXP:	468
Gald:	0
Drop 1:	Shell 50%
Drop 2:	Elastic Leather 26%
Leave:	-
Steal:	Crawler Silk 19%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
50	100	C	-	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
162/6405	149/12	848/85	765/71	492/47	434/39	1706/65	99/99

SKILLS

LVL 1	VS Plant 1	LVL 23	Happiness
LVL 20	Resist Earth 1	LVL 27	Resist Earth 1
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	-25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
5	(Base) Cocoon	5	Earth 0
9	(Base) Pepper Smoke	14	Lightning 1
15	(Base) Mana Web	23	Earth 0
LVL Power	Hit	Effect	
5	-	Raises own Def. (Def 30% up; 100% success; 90 seconds)	
9	B	Sprays fluid from their antenna to attack. (Sway Lvl 3 30%)	
15	C	Shoots silk forward to attack. (Movement speed 30% down; 30% success; 60 seconds)	

073 Neurotica

Type: Insect Element: Earth
Pact: Residence: Gladheim



EXP:	1087
Gald:	0
Drop 1:	Shell 58%
Drop 2:	Crawler Silk 28%
Leave:	-
Steal:	Blue Chamomile 11%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
90	100	C	-	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
3939/445	405/16	821/48	904/49	1757/58	1005/59	725/41	68/68

SKILLS

LVL 1	VS Plant 3	LVL 28	Resist Petry 3
LVL 8	P. DEF Increase 2	LVL 29	Resist Wind 3
LVL 20	SP Master 2	LVL 55	Item Finder 3
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
3	(Base) Cocoon	3	Earth 1
12	(Base) Dredge Charge	16	-
24	(Base) Mana Web	32	Earth 1
35	(Base) Poison Breath	46	Water 0
LVL Power	Hit	Effect	
12	B	Raises own P.TA. (Def 30% up; 100% success; 90 seconds)	
24	C	Shoots silk forward to attack. (Movement speed 30% down; 30% success; 90 seconds)	
35	B	Shoots poisonous fluids to attack. (Poison Lvl 4 40%)	

074 Stone Eater

Type: Insect Element: Earth
Pact: 60% Residence: Tret Ruins



EXP:	143
Gald:	0
Drop 1:	Elastic Leather 28%
Drop 2:	Grey Manuscript 18%
Leave:	Apple Gel
Steal:	1 Ore 21%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
18	25	C	-	E	S		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
16217/111	50/9	253/62	182/47	278/70	276/69	208/51	42/42

SKILLS

LVL 1	VS Plant 1	LVL 20	Resist Wind 1
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
8	(Base) Void Maw	9	-
LVL Power	Hit	Effect	
8	C	Fires forward a short way to bite the enemy.	

075 Rock Eater

Type: Insect Element: Earth
Pact: 45% Residence: Temple of Earth



EXP:	337
Gald:	0
Drop 1:	Elastic Leather 35%
Drop 2:	Stone Block 25%
Leave:	Orange Gel
Steal:	Steel Ball 7%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
39	50	C	-	E	7		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
16218/736	794	535/72	300/37	570/75	471/64	389/51	87/67

SKILLS

LVL 1	VS Plant 1	LVL 20	Resist Petry 2
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
17	Sand Breath	26	Earth 1
22	(Base) Stone Rain	33	Earth 1
LVL Power	Hit	Effect	
17	A	Shoots sand to attack the enemy. (Movement speed 30% down; 30% success; 30 seconds)	
22	A	Throws stones rapidly in many directions to attack.	

076 Island Worm

Type: Insect Element: Water
Pact: 45% Residence: Quest: Volcano Cave (Rank A)



EXP:	415
Gald:	0
Drop 1:	Elastic Leather 28%
Drop 2:	Shrimp 56%
Leave:	Cure Bott 1
Steal:	Snapper 55%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
48	50	C	-	E	5		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
20070/736	161/14	568/62	416/42	578/65	634/69	467/51	53/53

SKILLS

LVL 1	VS Plant 2	LVL 35	Resist Lightning 1
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	+50	+25	0
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
25	(Base) Flood Water	38	Water 1
40	(Base) Deep Water	60	Water 1
LVL Power	Hit	Effect	
25	A	Breathes water to attack the enemy.	
40	B	Sends out a burst of water to attack.	

077 Earth Eater

Type: Insect | Element: Dark
Pact: 30% | Residence: Quest: Volcano Cave (Rank S)



EXP:	477
Gald:	0
Drop 1:	Elastic Leather 43%
Drop 2:	Twisted Horn 11%
Leave:	Shock Bottle
Steal:	Damascus 2%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	-	E	7
HP	TP	P.ATK A.ATK	A. DEF D. DEF	DEX LUCK	
20610/736	107/4	731/77	439/42	671/70	611/64 456/46 87/87

SKILLS

LVL 1	VS Plant 2
LVL 11	Resist Sleep 2
LVL 20	Item Finder 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
17	[Base] Dark Triumph	22	Dark 1
33	[Base] Death Reuler	43	Dark 1
45	[Base] Shrike Claw	39	-

LVL	Power	Hit	Effect
17	A	B	Breathes darkness to attack the enemy. (Dex 30% down; 60% success: 60 seconds)
33	A	B	Fires a barrage of balls of darkness to attack. (Skill Lvl 4 40%)
45	C	C	Flies forward a long way to bite the enemy.

LVL	Power	Hit	Effect
17	A	B	Breathes darkness to attack the enemy. (Dex 30% down; 60% success: 60 seconds)
33	A	B	Fires a barrage of balls of darkness to attack. (Skill Lvl 4 40%)
45	C	C	Flies forward a long way to bite the enemy.

078 Mia Culpa

Type: Insect | Element: Wind
Pact: 60% | Residence: Gladheim



EXP:	725
Gald:	0
Drop 1:	Elastic Leather 58%
Drop 2:	Saliva 22%
Leave:	Blue Savory 12%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
60	100	A	-	E	7
HP	TP	P.ATK A.ATK	A. DEF D. DEF	DEX LUCK	
25146/736	256/4	763/65	505/40	784/68	853/67 640/49 25/25

SKILLS

LVL 1	VS Plant 3
LVL 8	Resist Ice 1
LVL 16	Item Finder 3

LVL 18	SP Master 4
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
4	[Base] Void Maw	4	-
22	[Base] Pagan Wind	19	Wind 1
28	[Base] Denying Wind	24	Wind 1
43	[Base] Shrike Claw	38	-

LVL	Power	Hit	Effect
4	C	C	Fires a little way to bite the enemy.
22	A	B	Breathes to attack the enemy. (Sealed Artes Lvl 4 40%)
28	A	B	Shoots continuous blades to attack. (Cast Delay 30% down; 30% success: 60 seconds)
43	C	C	Flies a long way forward to bite the enemy.

LVL	Power	Hit	Effect
4	C	C	Fires a little way to bite the enemy.
22	A	B	Breathes to attack the enemy. (Sealed Artes Lvl 4 40%)
28	A	B	Shoots continuous blades to attack. (Cast Delay 30% down; 30% success: 60 seconds)
43	C	C	Flies a long way forward to bite the enemy.

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
8	[Base] Venom Spray	12	Water 0
30	[Base] Rage Weaver	30	Earth 1

LVL	Power	Hit	Effect
8	B	B	Shoots fluid to attack the enemy. (Poison Lvl 2 20%)
30	-	-	Raises own P.ATK. (P.ATK 30% up; 100% success: 90 seconds)

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
8	[Base] Spider Web	12	Earth 0
30	[Base] Seismic Assault	45	Earth 0

LVL	Power	Hit	Effect
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
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RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
-----	------	----	---------

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
-----	------	----	---------

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
-----	------	----	---------

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
-----	------	----	---------

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
-----	------	----	---------

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-25	+25
Lightning	Ice	Light	Darkness

LVL	Name	TP	Element
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RESISTANCES (%) & ARTES

083 Simorah

Type: Insect	Element: Fire
Pact:	Residence: Gladheim
EXP: 725	Gald: 0
Drop 1: Bird Feather 49%	Drop 2: Grey Manuscript 19%
Leave: Apple Gel	Steal: Rice 16%
LVL MAX LVL	GROWTH FLY MOVE STUN
60 / 100	C E D 0
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK
150/303/94	969/80 639/50 885/73 643/48 700/58 24/24
SKILLS	
LVL 12 Resist Water	LVL 28 Poison Attack 3
LVL 15 Mv Down Attack 3	LVL 35 SP Mastery 2
LVL 24 Mental Drain 3	LVL 45 Resist Stone
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+25 -50 0 0	
Lightning Ice Light Darkness	
0 +50 0 0	
LVL Name	TP Element
1 [Base] Spider Web	1 Earth 0
5 [Base] Venom Spray	7 Water 0
22 [Base] Mind Wave	19 Fire 1
32 [Base] Seismic Assault	42 Earth 0
LVL Power Hit Effect	
1 C B	Fires thread forward to attack. (Mv 30% down; 30% success; 90 seconds)
5 B -B	Shoots fluid to attack enemies (Poison Lv. 4; 40%)
22	Raises own Def. (Def 30% up; 100% success; 90 seconds)
32 C C	Jumps straight into the air then descends to unleash a force wave to attack (Dex 60% down; 30% success; 30 seconds)

084 Chirpee

Type: Bird	Element: Wind
Pact: 60%	Residence: Mana Guardian Ruins
EXP: 16	Gald: 0
Drop 1: Flexible Hide 58%	Drop 2: Sleep Fluid 22%
Leave: -	Steal: Blue Savory 12%
LVL MAX LVL	GROWTH FLY MOVE STUN
2 / 25	C D 0
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK
443/932	15/12 68/55 64/53 66/53 61/51 65/54 68/68
SKILLS	
LVL 1 Anti-Insect	LVL 19 Resist Ice
LVL 10 Escape	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 +25 +50	
Lightning Ice Light Darkness	
0 50 0 0	
LVL Name	TP Element
5 [Base] Whistle	6 -
LVL Power Hit Effect	
5 -	Raises own Mv. (Mv 30% up; 100% success; 60 seconds)

085 Jabber

Type: Bird	Element: Fire
Pact: 45%	Residence: Former Triet Site
EXP: 95	Gald: 0
Drop 1: Bird Feather 40%	Drop 2: Bird Egg 38%
Leave: Shock Bottle	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
11 / 50	C D 0
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK
120/357/2	40/10 20/65 157/48 172/53 143/46 177/54 46/46
SKILLS	
LVL 1 Anti-Insect	LVL 14 Resist Sick
LVL 7 Lure	LVL 20 Resist Water
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+25 -50 0 0	
Lightning Ice Light Darkness	
0 +50 0 0	
LVL Name	TP Element
8 [Base] Spitfire	12 Fire 1
20 [Base] Battle Cry	35 -
LVL Power Hit Effect	
8 C C	Spits a ball of fire forward to attack.
20 -	Raises all allies' P. ATK. (P. ATK 30% up; 75% success; 30 seconds)

086 Peepit

Type: Bird	Element: Ice
Pact: 45%	Residence: Mana Guardian's Tower Site
EXP: 33	Gald: 0
Drop 1: Bird Egg 87%	Drop 2: Bird Feather 36%
Leave: Grey Manuscript	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
3 / 50	C O D 0
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK
1554/362	30/22 71/59 79/53 70/48 71/51 78/54 96/96
SKILLS	
LVL 1 Anti-Insect 2	LVL 30 Resist Mute
LVL 8 Sway Attack	LVL 40 Exp Plus 2
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
-50 0 +50 0	
Lightning Ice Light Darkness	
0 +25 0 0	
LVL Name	TP Element
5 [Base] Whistle	5 -
15 [Base] Snowfall	23 Ice 1
LVL Power Hit Effect	
5 -	Raises own Mv. (Mv 90% up; 100% success; 60 seconds)
15 C C	Shoots balls of ice forward to attack.

087 Raven

Type: Bird	Element: Wind
Pact: 45%	Residence: Human Farms
EXP: 112	Gald: 0
Drop 1: Bird Feather 45%	Drop 2: Hawk Eye 5%
Leave: Orange Gel	Steal: Rotten Meat 24%
LVL MAX LVL	GROWTH FLY MOVE STUN
13 / 50	C O C 0
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK
1439/437	70/21 221/64 157/47 194/58 207/61 204/62 8/8
SKILLS	
LVL 4 Anti-Insect	LVL 25 Life Drain
LVL 13 Critical	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 +25 +50	
Lightning Ice Light Darkness	
0 -50 0 0	
LVL Name	TP Element
6 [Base] Relentless Assault	8 -
15 [Base] Reckless Assault	23 -
LVL Power Hit Effect	
8 C C	Plunges toward the enemy to attack.
15 C C	Descends to strike the enemy, then raises them to attack again.

088 Phoenix

Type: Bird	Element: Fire
Pact: 30%	Residence: Ginun Gap
EXP: 571	Gald: 0
Drop 1: -	Drop 2: -
Leave: Cocktail Bottle	Steal: Phoenix Wing 5%
LVL MAX LVL	GROWTH FLY MOVE STUN
61 / 100	C O C 0
HP TP	P. ATK A. ATK DEF A. DEF DEX LUCK
601/457	255/17 792/64 578/47 841/68 766/61 661/53 67/67
SKILLS	
LVL 1 Anti-Insect 2	LVL 40 Resist Water
LVL 5 Fire Element	LVL 50 Recall
LVL 25 Regenerate	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+25 -50 0 0	
Lightning Ice Light Darkness	
0 +50 0 0	
LVL Name	TP Element
8 [Base] Relentless Assault	7 -
15 [Base] Reckless Assault	20 -
30 [Base] Furious Assault	39 -
80 [Base] Reinforcement	70 Fire 1
LVL Power Hit Effect	
8 C C	Plunges toward the enemy to attack.
15 C C	Descends to strike the enemy, then raises to strike again.
30 C C	Ascends to strike the enemy, then descends to strike again.
80 C C	Resurrects once after KO.

089 Izimbra

Type: Bird	Element: Lightning
Pact: -	Residence: Gladsheim



EXP:	1776
Gald:	0
Drop 1:	Broken Armor 63%
Drop 2:	Massive Feather 21%
Leave:	-
Steal:	Blue Chamomile 11%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
147	100	C	0	C	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
80418/437	650/21	1888/69	1277/42	1877/68	1578/56	1574/57	141/14

SKILLS

LVL 1	Anti-Insect 3	LVL 35	SP Mastery
LVL 18	Critical 3	LVL 40	Raise Res 3
LVL 25	Accel	LVL 58	Sky High 3
LVL 30	Resist Earth		

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	+50	0	50	
Lightning	Ice	Light	Darkness	
+25	0	0	0	
LVL Name	TP	Element		
7 [Base] Relentless Assault	6			
12 [Base] Reckless Assault	16			
20 [Base] Furious Assault	26			
50 [Base] Screwdriver	44			
LVL Power Hit Effect				
7 C C	Plunges toward the enemy to attack.			
12 C C	Descends to the enemy to strike then ascends to strike again.			
20 B B	Ascends to the enemy to strike, then descends to strike again.			
50 C C	Plunges toward the enemy to strike, knocking them to the ground.			

090 Simurgh

Type: Bird	Element: Wind
Pact: 30%	Residence: Ginunga Gap



EXP:	543
Gald:	0
Drop 1:	Bird Feather 50%
Drop 2:	Mane 23%
Leave:	Pineapple Gel
Steal:	Massive Feather 15%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
58	100	C	0	C	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
16071/437	305/26	744/64	500/42	739/58	871/71	617/52	49/49

SKILLS

LVL 1	Anti-Insect 2	LVL 30	Resist Dark
LVL 10	Resist Weak	LVL 45	Sky High
LVL 20	Raise HP 2	LVL 55	Raise TP 2
LVL 30			

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	+25	0	+25	+50
Lightning	Ice	Light	Darkness	
+25	0	0	0	
LVL Name	TP	Element		
5 [Base] Succor Rain	7			
15 [Base] Stormfront	20		Wind 1	
40 [Base] Lightning Dart	53			
LVL Power Hit Effect				
5 A B	Plunges to the ground, then straight forward to attack.			
15 A B	Calls up wind to blow at the enemy.			
40 B C	Plunges toward the enemy then sends them smashing to the ground.			

091 Axe Beak

Type: Bird	Element: Wind
Pact: 60%	Residence: Hima



EXP:	40
Gald:	0
Drop 1:	Bird Feather 53%
Drop 2:	Beak 11%
Leave:	Apple Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
5	25	C	-	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
793/453	217/10	100/58	64/34	116/66	97/55	157/87	83/83

SKILLS

LVL 1	Anti-Insect 2	LVL 25	Resist Ice
LVL 13	Item Getter		

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	0	+25	+50
Lightning	Ice	Light	Darkness	
+50	0	0	0	
LVL Name	TP	Element		
8 [Base] Ankle-Biter	14			
15 [Base] Berserk	30			
LVL Power Hit Effect				
8 C C	Spins then strikes forward to attack enemies, and steals items. Can't steal from own allies.			
15 C C	Lowers own Def to raise P. ATK. (P. ATK 30% up; 100% success; 60 seconds) (Def 30% down; 100% success; 30 seconds)			

092 Aepyornis

Type: Bird	Element: Wind
Pact: 45%	Residence: 2nd Lezareno Shop

EXP:	415
Gald:	0
Drop 1:	Bird Feather 38%
Drop 2:	Beak 26%
Leave:	Orange Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
48	50	A	-	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
462/1453	106/10	369/58	421/39	679/66	622/66	783/77	55/55

SKILLS

LVL 1	Anti-Insect 2	LVL 23	Raise Res 2
LVL 5	Raise TP 1	LVL 27	Resist Ice
LVL 9	Resist Mute		

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	50	0	0	
LVL Name	TP	Element		
15 [Base] Berserk	26			
20 [Base] Somersault	20			
LVL Power Hit Effect				
15 C C	Lowers own Def to raise P. ATK. (P. ATK 30% up; 100% success; 60 seconds) (Def 30% down; 100% success; 30 seconds)			
20 C C	Spins around the enemy to send them flying, then crashing to earth.			

093 Dodo

Type: Bird	Element: Earth
Pact: 45%	Residence: Quest: Imperial Site (Rank A)



EXP:	547
Gald:	0
Drop 1:	Bird Feather 30%
Drop 2:	Rusting Hide 24%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
49	50	A	-	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
14784/453	183/10	683/56	465/37	576/64	684/58	800/75	20/20

SKILLS

LVL 1	Anti-Insect 2	LVL 40	Resist Wind
LVL 15	Escape	LVL 45	Raise Def 2
LVL 25	Sneaking 2		

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	-50	+25	
Lightning	Ice	Light	Darkness	
+50	0	0	0	
LVL Name	TP	Element		
10 [Base] Ankle-Biter	15			
35 [Base] Evil Gaze	35		Earth 1	
LVL Power Hit Effect				
10 C C	Strikes the enemy while spinning and steals items. Can't steal from own allies.			
35 C C	Petrifies enemies in front of them. (Petrify Lvl 3 30%)			

094 Cockatrice

Type: Bird	Element: Earth
Pact: 30%	Residence: Earth Shrine



EXP:	365
Gald:	0
Drop 1:	Bird Feather 51%
Drop 2:	Rusting Hide 8%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
39	100	C	-	D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
4043/453	210/10	566/58	375/39	556/66	507/55	642/72	15/15

SKILLS

LVL 1	Anti-Insect 2	LVL 20	Resist Wind
LVL 8	Resist Petrify	LVL 40	Petritify Attack 2
LVL 25			

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth

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095 Moon Rocks

Type: Bird	Element: Wind				
Pact: -	Residence: Gladheim				
					
	EXP: 966				
Gald:	0				
Drop 1:	Rough Rooster 30%				
Drop 2:	Evil Eye 13%				
Leave:	-				
Steal:	Blue Basil 10%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
80	100	C	-	D	0
HP	TP	P. ATK	A. ATK	A. DEF	DEF
32810463	1438	1077658	565394	1078/66	891/55
32810463	1438	1077658	565394	1078/66	891/55
SKILLS					
LVL 1	VS Insect 3				LVL 23 SP Master 2
LVL 8	Happiness 2				LVL 26 Resist Sealed Artes 3
LVL 12	Item Finder 2				LVL 42 DEX Decrease Attack 3
LVL 18	Add Combo 1				LVL 46 Resist Ice 3
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
0	0	+25	+50		
Lightning	Ice	Light	Darkness		
0	50	0	0		
LVL	Name	TP	Element		
17	(Base) Semisoul	15	-		
20	(Base) Leg Sweep	26			
26	(Base) Berserker Dance	40			
32	(Base) Evil Eye	28	Earth 1		
LVL	Power	Hit	Effect		
17	C	C	Kicks the enemy up into the air to send them crashing down.		
			5 spins while charging at the enemy, and steals items.		
20	C	C	Cannot steal from allies.		
26	C	C	Lowers DEF of all allies to raise P. ATK by 10% ATK 60% up; 100% success; 30 seconds) (Def 30% down; 100% success; 30 seconds)		
32	C	C	Petrifies enemies in front of them. (Petrify (LV. 4) 40%)		

096 Roc

Type: Bird	Element: Wind
Pact: 30%	Residence: Quest: Cape Fortress (Rank)
	
EXP: 477	
Gald: 0	
Drop 1: Stone Block 46%	
Drop 2: Quality Stone 3%	
Leave: Lemon Gel	
Steal: -	
LVL MAX LVL GROWTH FLY MOVE STUN	C O C O
51 100 B	HP TP P.Atk A.Atk DEF A.Def DEX LU
14937/442 276/13 686/58 685/62 585/54 633/56 743/64 68	
SKILLS	
LVL 1 V Insert 2	LVL 40 HP Increase ?
LVL 17 Resist Sealed Artes 2	LVL 45 P.Def Increase 3
LVL 21 Lure 2	
RESISTANCES (%) & ARTES	
Fir Water Wind Earth	
0 0 +25 +50	
Lightning Ice Light Darkness	
0 50 0 0	
LVL Name TP Element	
11 (Base) Howling Gale 14 Wind 1	
20 (Base) Choke Breath 35 Wind 1	
33 (Base) Aura Blast 58 Wind 1	
LVL Power Hit Effect	
11 C L Summons wind to attack the enemy	
20 A A Blows wind to attack. (Sealed Artes LVL 30%)	
33 S S Blows wind to attack from the side. (Sealed Artes LVL 30%)	

097 Harp

Type:	Bird	Element:	Wind				
Pact:	60%	Residence:	Iolia Human Ranch				
							
EXP:	111	Gald:	222				
Drop 1:	Bird Feather 34%	Drop 2:	Sharp Claw 10%				
Leave:	Orange Gel	Steal:					
LVL	MAX LVL	GROWTH	FLY MOVE STUN				
14	25	C	D 0				
HP	ATK	R.ATK	DEF A.DEF DEX LUC				
1505/429	73/15	236/66	186/52	207/54	231/65	224/63	28/26
SKILLS							
LVL 1	VS Insect 1		LVL 25 Resist Ice 1				
LVL 15	A.TK Increase 1						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
0	-50	0	0				
LVL	Name	TP	Element				
5	(Magic) Wind Blade	8	Wind 1				
10	(Base) Predator Claw	11	-				
20	(Base) Wing Storm	34	Wind 1				
LVL	Power	Ht	Effect				
5	B	C	(Pop Time 4 seconds) Summons blades of wind to surround and attack the enemy.				
10	C	C	Kicks the enemy to attack.				
20	B	B	Stirs up wind with its wings to attack the enemy.				

098 Fury

Type: Bird	Element: Wind								
Pact: 45%	Residence: Isella Human Ranch								
EXP: 167									
Gald: 335									
Drop 1: Bird Wing 68%									
Drop 2: Sharp Claw 31%									
Leave: Lavender									
Steal: Harry's Feather 12%									
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN				
15	50	C	D	D	0				
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUC		
5013/429	7815	27870	20752	204/54	236/60	223/58	14/1		
SKILLS									
LVL 1	VS Insect 1		LVL 22	P. ATK Increase					
LVL 7	Resist Sealed Artes 1		LVL 26	Critical 1					
RESISTANCES (%) & ARTES									
Fire	Water		Wind	Earth		Darkness			
0	0		+25	+50		0			
Lightning	Ice		Light	Darkness		0			
0	50		0	0		0			
LVL	Name	TP		Element					
15	(Basic) Predator Claw	15		Wind					
17	(Magic) Turbulence	22		Wind					
20	(Basic) Foot Kick	20		Wind					
38	(Magic) Healing Wind	35		Wind					
LVL	Power	Hit	Effect						
15	C	Knock the enemy to attack.							
17	-	(Prep Time: 6s) Sucks the enemy up in a tornado.							
20	-	Uses a spinning kick to knock the enemy down.							
38	-	(Prep Time: 6s) Restores the HP of all allies five times, each time reducing 12% of max HP.							

099 Sirens

Type: Bird	Element: Water		
Pact: 45%	Residence: Ginnungagap		
			
EXP: 423			
Gald: 847			
Drop 1: Bird Feather 47%			
Drop 2: Sharp Claw 22%			
Leave: Pineapple Gel			
Steal: Harry's Feather 2%			
LVL MAX LVL GROWTH FLY MOVE STUN	LU		
49 50 B D 0	LU		
HP P.RATK A.RATK DEF A.DEP DEX LU			
6419/429 219/15 72165 561/51 60753 726/64 656/62 99			
SKILLS			
LVL 1 <i>VI Insert 2</i>	LVL 20 <i>Resist Lightning 1</i>		
LVL 13 <i>Resist Poison 2</i>	LVL 33 <i>Speed Boost 1</i>		
LVL 17 <i>Sleep Attack 2</i>	LVL 43 <i>A DEF Increase 2</i>		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
- 7 [Magic] First Aid	8	Water 1	
- 8 [Magic] Aqua Edge	8	Water 1	
- 15 [Base] Swift Silence	23	Wind0	
- 21 [Magic] Heal	20	Water 1	
- 40 [Base] Submerge	56	Water 1	
- 40 [Base] Glorious Anthem	90	-	
LVL Power	Hit Effect		
- 7 -	(Prep Time 4) Restore one ally's HP by 30% max.		
- 8 B C	(Prep Time 4) Sends a blade of water at the enemy.		



100 Aello

Type: Bird	Element: Dark
Pact:	Residence: Gladheim
EXP: 966	Gald: 1934
Drop 1: Bird Feather 73%	Drop 2: Harry's Feather 14%
Leave: -	Steal: Shadow's Language
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
80 100 C - D 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
31980/439 233/13 1242/76 725/47 894/54 994/60 992/63 93/93	
SKILLS	
LVL 8 Relax 1	LVL 30 SP Master 4
LVL 22 P.ATK Increase 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 25 +25	
LVL Name TP Element	
1 [Base] Predator Claw 1	
3 [Magic] Scar Shot 12	Dark 1
5 [Base] Sonic Scythe 7	Wind 0
15 [Base] Foot Kick 13	-
20 [Base] Wing Storm 26	Wind 0
26 [Base] Boiling Blood 40	Fire 0
29 [Magic] Bloody Howling 55	Dark 2
35 [Base] Twilight Call 69	Dark 1
LVL Power Hit Effect	
1 C C Kicks the enemy to attack.	
3 - (Prep Time: 4) Lowers the enemy's Def. (Def down 30%, 100% success: 90 seconds)	
5 A B Uses a song to attack that surrounds their enemies. (Sway LV 4 40%)	
15 C C Unleashes a spinning kick to knock the enemy down.	
20 A B Use wings to kick up winds at the enemy.	
26 - Raises the P.ATK of all allies and enemies. (P.ATK 60% up, 100% success: 30 seconds) (Success rate against enemies is 75%)	
29 A A (Prep Time: 6) Shrikes a curse to slice through an enemy. Raises the A.ATK and Res of all allies (A.ATK 30% up; 100% success: 30 seconds) (Res 30% up; 100% success: 30 seconds)	
35 -	

101 Fenia

Type: Bird	Element: Fire
Pact:	Residence: Gladheim
EXP: 894	Gald: 1789
Drop 1: -	Drop 2: -
Leave: -	Steal: -
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
74 100 C - C 7	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
24280/489 468/38 608/46 1018/85 938/76 953/77 1028/81 .27	
SKILLS	
LVL 1 Fire Element	LVL 27 TP Increase 2
LVL 20 Concentrate 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 -50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
4 [Base] Firefly 5	Fire 1
8 [Magic] Eruption 24	Fire 1
14 [Base] Embers of Destruction 18	Fire 1
22 [Base] Sacred Fire 19	Fire 0
30 [Magic] Explode 55	Fire 1
34 [Base] Crimson Lotus 30	Fire 0
38 [Magic] Blazing Hearts 30	Fire 1
LVL Power Hit Effect	
4 B C Sets the area around herself afame to attack enemies and raise her own A.ATK (A.ATK 60% up; 100% success: 30 seconds)	
8 B B (Prep Time: 6) Causes an explosion of flames in the area for a set time to attack.	
14 - Shoots fire forward to attack enemies.	
22 - Restores one ally from KO status.	
30 - (Prep Time: 8) Causes a huge explosion around an enemy, sending them into the air, crashing them back down to earth.	
34 - Restores self from KO status once.	
38 - (Prep Time: 6.5) Fires a scorching bullet at the enemy, which expands into a shockwave over a wide area.	

102 Black Bat

Type: Bird	Element: Wind
Pact: 60%	Residence: Dynasty Ruins
EXP: 16	Gald: 0
Drop 1: Bat Wing 30%	Drop 2: Bat Fang 18%
Leave: Apple Gel	Steal: -
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
2 25 C - D 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
423/344 14/10 87/71 59/47 53/43 53/42 84/69 38/38	
SKILLS	
LVL 1 VS Insect 1	LVL 25 Resist Ice 1
LVL 13 Resist Sealed Artes 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 +25 +50	
Lightning Ice Light Darkness	
0 50 0 0	
LVL Name TP Element	
8 [Base] Jet Stream 9	
15 [Base] Ultrasonic Waves 34	Wind 1
LVL Power Hit Effect	
8 C C Strikes while spinning, then attacks with a kick.	
15 B A Lets out a supersonic wave in its own area to attack enemies. (Cast Delay 30% down; 30% success: 30 seconds)	

103 Light Wing

Type: Bird	Element: Wind
Pact: 45%	Residence: Triet Ruins
EXP: 104	Gald: 0
Drop 1: Bat Wing 34%	Drop 2: Bat Fang 25%
Leave: Seal Bottle	Steal: Demon Monster 15%
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
12 50 C - D 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
1257/359 32/7 248/71 168/47 159/43 140/42 229/69 4/4	
SKILLS	
LVL 1 VS Insect 1	LVL 7 A. DEF Increase
LVL 2 Lure 1	LVL 12 Lower Cast Delay Attack
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 +25 +50	
Lightning Ice Light Darkness	
0 -50 0 0	
LVL Name TP Element	
10 [Base] Ultrasonic Waves 20	Wind 1
17 [Base] Wing Cutter 26	Wind 1
LVL Power Hit Effect	
10 B A Attacks enemies within its own area with a supersonic wave. (Cast Delay down 30%; 30% success rate: 60 seconds)	
17 B B Unleashes a flurry of wind blades to attack.	

104 Were Bat

Type: Bird	Element: Wind
Pact: 45%	Residence: Temple of Lightning
EXP: 268	Gald: 0
Drop 1: Bat Wing 46%	Drop 2: Bat Fang 31%
Leave: Orange Gel	Steal: Devil's Blood 5%
LVL 1 MAX LVL GROWTH FLY MOVE STUN	
31 50 C - D 0	
HP TP P.ATK A.ATK DEF A.DEF DEX LUCK	
7866/344 102/10 584/76 316/42 381/48 280/37 517/69 40/40	
SKILLS	
LVL 1 VS Insect 2	LVL 30 Resist Sealed Artes 2
LVL 8 DEX Increase 1	LVL 40 Life Drain 1
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 +25 +50	
Lightning Ice Light Darkness	
0 -50 0 0	
LVL Name TP Element	
5 [Base] Jet Stream 5	
15 [Base] Ultrasonic Waves 30	Wind 1
LVL Power Hit Effect	
5 C C Strike while spinning, then attack with a kick.	
15 B A Attacks enemies within its own area with a supersonic wave. (Cast Delay down 60%; 30% success rate: 30 seconds)	

105 Dire Bat

Type: Bird	Element: Wind						
Pact: 30%	Residence: Cape Fortress						
							
EXP: 271	Gald: 0						
Drop 1: Bat Wing 48%	Drop 2: Bat Fang 36%						
Leave: Weak Bottle	Steal: Dragon Blood 2%						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
29	100	A	-	D	0		
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
2924/344	177/10	530/69	392/45	362/41	335/40	511/67	68/68
SKILLS							
LVL 1	VS Insect 2						
LVL 20	Resist Ice 2						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
0	-50	0	0				
LVL Name	TP	Element					
17	(Base) Jetstream	15	-				
21	(Base) Dark Sphere	18	Dark 0				
LVL Power	Hit	Effect					
17	C	Strikes while spinning, then attacks with a kick.					
21	C	Launches a ball of darkness to attack and restores 3% of damage dealt as TP.					

106 Dogma

Type: Bird	Element: Thunder						
Pact:	Residence: Gladheim						
							
EXP: 966	Gald: 0						
Drop 1: Bat Wing 5%	Drop 2: Bat Fang 47%						
Leave: -	Steal: Blue Basil 13%						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
80	100	C	-	D	0		
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
30354/3644	138/6	1237/71	891/47	971/53	812/42	1072/59	13/13
SKILLS							
LVL 5	Resist Sway						
LVL 12	A.P. DEF Increase 2						
LVL 20	SP Master 4						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	-50	+25				
Lightning	Ice	Light	Darkness				
+50	0	0	0				
LVL Name	TP	Element					
1	(Base) Jetstream	1	-				
8	Ultrasonic Wave	14	Wind 0				
16	(Base) Wing Cutter	21	Wind 0				
23	(Base) Dark Sphere	20	Dark 0				
LVL Power	Hit	Effect					
1	C	Strike while spinning, then attack with a kick.					
8	B	Attacks enemies within its own area with a supersonic wave. (Prep Time down 60%, 30% success rate: 60 seconds)					
16	B	Unleashes a flurry of wind blades to attack.					
23	C	Launches a ball of darkness to attack and restores 3% of damage dealt as TP.					

107 Tortoise

Type: Aquatic	Element: Water						
Pact: 60%	Residence: Camberto Caves						
							
EXP: 182	Gald: 0						
Drop 1: Turtle Shell 39%	Drop 2: Grey Manuscript 11%						
Leave: Apple Gel	Steal: Shelf 52%						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
23	100	C	-	E	3		
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
2932/660	817/16	255/57	258/59	399/94	396/87	258/55	67/67
SKILLS							
LVL 1	VS Beast 1						
LVL 8	P. DEF Increased 1						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
+50	+25	0	0				
Lightning	Ice	Light	Darkness				
-50	0	0	0				
LVL Name	TP	Element					
13	(Base) Berserk	15	-				
15	(Base) Granite Grip	30	Earth 0				
LVL Power	Hit	Effect					
13	-	Lowers its own Def to raise its Atk. (Atk 30% up, 100% success: 30 seconds) (Def 30% down, 100% success: 30 seconds)					
15	-	Raises own Def, restores 60% of max HP. (Def 30% up, 100% success: 90 seconds)					

108 Archelon

Type: Aquatic	Element: Ice						
Pact: 45%	Residence: Gladheim						
							
EXP: 223	Gald: 0						
Drop 1: Squid 100%	Drop 2: -						
Leave: -	Steal: Shrimp 51%						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
20	50	C	-	E	3		
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
2601/660	76/16	225/57	228/59	381/94	334/87	221/55	54/56
SKILLS							
LVL 1	VS Beast 2						
LVL 8	P. DEF Increase 1						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
-50	0	+50	0				
Lightning	Ice	Light	Darkness				
0	+25	0	0				
LVL Name	TP	Element					
13	(Base) Berserk	13	-				
20	(Base) Trample	20	-				
30	(Base) Overrun	45	-				
LVL Power	Hit	Effect					
13	-	Lowers its own Def to P. Atk Increase. (Atk 60% up, 100% success: 30 seconds) (Def 60% down, 100% success: 30 seconds)					
20	C	Stomps enemies with front legs.					
30	B	Attacks the enemy with a body slam.					

109 Megalith

Type: Aquatic	Element: Earth						
Pact: 45%	Residence: Temple of Earth						
							
EXP: 346	Gald: 0						
Drop 1: Minerals 45%	Drop 2: Quality Minerals 6%						
Leave: Mix Gel	Steal: Ore 72%						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
40	50	C	-	E	3		
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
4713/660	126/16	495/67	407/59	646/94	588/82	358/50	85/85
SKILLS							
LVL 1	VS Beast 2						
LVL 17	Critical 1						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	-50	+25				
Lightning	Ice	Light	Darkness				
+50	0	0	0				
LVL Name	TP	Element					
15	(Base) Granite Grip	26	Earth 1				
22	(Base) Trample	22	-				
LVL Power	Hit	Effect					
15	-	Raises own Def and restores 60% of own HP. (Def 30% up, 100% success: 90 seconds)					
22	C	Trample with front legs.					

110 Dark Steel

Type: Aquatic	Element: Dark						
Pact: 30%	Residence: Ginnungagap						
							
EXP: 654	Gald: 0						
Drop 1: Turtle Shell 42%	Drop 2: Quality Shell 13%						
Leave: Life Bottle	Steal: Ore 72%						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
70	100	C	-	E	3		
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
1298/660	221/16	774/62	707/54	1253/104	1095/82	624/50	37/37
SKILLS							
LVL 1	VS Beast 2						
LVL 10	Sleep 2						
LVL 35	Resist Light 1						
RESISTANCES (%) & ARTES							
Fire	Water	Wind	Earth				
0	0	0	0				
Lightning	Ice	Light	Darkness				
0	0	-25	+25				
LVL Name	TP	Element					
15	(Base) Granite Grip	23	Earth 0				
25	(Base) Trample	22	-				
LVL Power	Hit	Effect					
15	-	Raises own Def and restores 60% of max HP. (Raises Def 30%, 100% success: 90 seconds)					
25	C	Stomps the enemy with front legs to knock enemy down.					

111 Zaratan

Type: Aquatic	Element: Water
Pact: 30%	Residence: Isalia Human Ranch
Zaratan	
EXP: 477	Gald: 0
Drop 1: Turtle Shell 50%	Drop 2: Massive Shell 20%
Leaves: Lemon Gel	Steal: -
LVL MAX LVL GROWTH FLY MOVE STUN	
51 100 C - E 3	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
1802/680 171/12 516/57 506/59 899/104 734/87 397/45 70/77	
SKILLS	
LVL 1 VS Beast 2	LVL 29 Resist Lightning 2
LVL 5 Resist Poison 2	LVL 55 HP Increase 3
LVL 12 Lure 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+50 +25 0 0	
Lightning Ice Light Darkness	
-50 0 0 0	
LVL Name TP Element	
15 (Base) Trance 13	
21 (Base) Trample 18	
33 (Base) Overrun 43	
LVL Power Hit Effect	
15 - -	Lowers own Dex to P. ATK Increase. (Atk 60% up; 100% success: (30 seconds) Dex 30% down; 100% success: 30 seconds)
21 C C	Stomps the enemy with front legs.
33 A B	Attacks the enemy with a body slam.

112 Aspidocoelion

Type: Aquatic	Element: Water
Pact:	Residence: Gladheim
Aspidocoelion	
EXP: 1041	Gald: 0
Drop 1: Turtle Shell 57%	Drop 2: Quality Shell 24%
Leave: -	Steal: Blue Sage 12%
LVL MAX LVL GROWTH FLY MOVE STUN	
80 200 C - E 3	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
3780/660 318/26 666/52 752/59 1175/89 1183/87 751/55 82/82	
SKILLS	
LVL 1 HP Increase 1	LVL 35 Lure 3
LVL 10 Resist Light 2	LVL 50 Glory
LVL 18 SP Master 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 -50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
3 (Base) Trance 2	
7 (Base) Jeer 5	
15 (Base) Granite Grip 20	Earth 0
21 (Base) Trample 16	
26 (Base) Block Buster 20	
32 (Base) Overrun 36	
LVL Power Hit Effect	
3 - -	Lowers own Dex to P. ATK Increase. (Raises Atk 40%; 100% success: 60 seconds) (Raises Dex 40%; 100% success: 60 seconds)
7 - -	Raises all enemies' Atk and lowers their Dex. (Atk 30% up; 100% success: 30 seconds) (Dex 60% down; 100% success: 30 seconds)
15 - -	Raises own Dex while reducing 60% of Max HP. (P. DEF Increase 30%; 100% success: 90 seconds)
21 C C	Stomps the enemy with front legs to knock them down.
26 B C	Stomps the ground with a powerful blow to attack.
32 A B	Uses a body slam to attack the enemy.

113 Sea Monk

Type: Aquatic	Element: Water
Pact: 60%	Residence: Dynasty Ruins
Sea Monk	
EXP: 79	Gald: 0
Drop 1: Pot Shard 37%	Drop 2: Grey Manuscript 9%
Leave: Apple Gel	Steal: -
LVL MAX LVL GROWTH FLY MOVE STUN	
10 25 C - E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
1454/515 23/8 168/61 144/50 143/53 170/64 168/61 78/78	
SKILLS	
LVL 1 VS Beast 1	LVL 15 Lure
LVL 5 HP Increase 1	LVL 25 Resist Lightning 1
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+50 +25 0 0	
Lightning Ice Light Darkness	
-50 0 0 0	
LVL Name TP Element	
10 (Base) Breakthrough 11	
20 (Base) Ink Jet 34	Water 1
LVL Power Hit Effect	
10 C C	Dives into its pot to body slam for an attack.
20 B B	Splits ink to attack enemy. (Dex 30% down; 60% success: 30 seconds)

114 Kraken

Type: Aquatic	Element: Water
Pact: 45%	Residence: Temple of Ice
Kraken	
EXP: 190	Gald: 0
Drop 1: Pot Shard 45%	Drop 2: Grey Manuscript 15%
Leaves: Virus Bottle	Steal: Snapper 31%
LVL MAX LVL GROWTH FLY MOVE STUN	
22 50 C - E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
257/315 72/8 317/61 227/45 269/53 313/59 354/71 69/66	
SKILLS	
LVL 1 VS Beast 2	LVL 40 P. DEF Increase 2
LVL 15 Regenerate 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+50 +25 0 0	
Lightning Ice Light Darkness	
-50 0 0 0	
LVL Name TP Element	
8 (Base) Breakthrough 8	
10 (Base) Override 30	
LVL Power Hit Effect	
8 C C	Dives into pot to body slam enemy.
10 C C	Dives into pot to body slam enemy and knock them down.

115 Sea Bishop

Type: Aquatic	Element: Water
Pact: 45%	Residence: Dynasty Ruins
Sea Bishop	
EXP: 95	Gald: 0
Drop 1: Pot Shard 27%	Drop 2: Ink 13%
Leave: Orange Gel	Steal: Squid 17%
LVL MAX LVL GROWTH FLY MOVE STUN	
11 50 C - E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
149/715 55/13 179/61 137/45 161/53 213/74 150/51 94/94	
SKILLS	
LVL 1 VS Beast 1	LVL 22 A. P. DEF Increase 1
LVL 15 IP Increase 1	LVL 38 Relax 1
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 -50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
17 (Base) Blind Fury 17	
20 (Base) Ink Jet 30	Water 1
LVL Power Hit Effect	
17 - -	Lowers own Atk to raise Mag. (Mag 30% up; 100% success: 30 seconds) (Atk 30% down; 100% success: 30 seconds)
20 B B	Splits ink at enemy to attack. (Dex 60%; 30% success: 30 seconds)

116 Charybdis

Type: Aquatic	Element: Ice
Pact: 30%	Residence: Quest: Camberto Caves (Rank A)
Charybdis	
EXP: 592	Gald: 0
Drop 1: Pot Shard 34%	Drop 2: Ink 2%
Leave: Mixed Gel	Steal: Tuna 26%
LVL MAX LVL GROWTH FLY MOVE STUN	
49 100 C - E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
161/715 106/8 588/56 571/55 527/48 698/69 632/61 33/33	
SKILLS	
LVL 1 VS Beast 2	LVL 40 Add Combo 1
LVL 8 Resist 2	LVL 50 P. ATK Increase 2
LVL 30 Resist Fire 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
-50 0 +50 0	
Lightning Ice Light Darkness	
0 +25 0 0	
LVL Name TP Element	
5 (Base) Breakthrough 4	
10 (Base) Blind Fury 9	
20 (Base) Ink Jet 26	Water 0
LVL Power Hit Effect	
5 C C	Dives into pot to body slam enemy.
10 - -	(Raises Mag 60%; 100% success: 30 seconds) (Dex 30% down; 100% success: 30 seconds)
20 B B	Splits ink to attack the enemy. (Dex 30% down; 60% success: 90 seconds)

117 Lusca

Type: Aquatic	Element: Ice		
Pact: -	Residence: Gladheim		
	<p>EXP: 1208 Gald: 0 Drop 1: Ink 27% Drop 2: Old Coin 20% Leave: - Steal: Blue Savory 14%</p>		
LVL MAX LVL	GROWTH FLY MOVE STUN		
100 100	C E D 0		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
53150/525 142016	896/71 896/45 101253 1209/59 1201/61 63/3		
SKILLS			
LVL 8	Regenerate 2		
LVL 13	Happiness 3		
LVL 20	SP Master 4		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
1	(Base) Break Bounder	-	
16	(Base) Blind Fury	-	
22	(Base) Ink Jet	29	
34	(Base) Overmaster	30	
50	(Base) Thievery	55	
LVL Power Hit Effect			
1 C C	Dives into its crown to body slam the enemy.		
16 -	Lowers own Atk to raise Mag (Mag 60% up; 100% success; 60 seconds) (Atk 30% down; 100% success; 60 seconds)		
22 B B	Spits ink at the enemy.		
34 C C	Dives into crown to body slam the enemy and knock them down		
50 C B	Attacks an enemy repeatedly and steals their items. Cannot steal from allies.		

120 Echeneis

Type: Aquatic	Element: Ice		
Pact: 30%	Residence: Temple of Ice		
	<p>EXP: 302 Gald: 0 Drop 1: Fish Scale 43% Drop 2: Quality Scale 15% Leave: Sage Steal: Shellfish 41%</p>		
LVL MAX LVL	GROWTH FLY MOVE STUN		
25 100	C D D 0		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
6113/19 102/10	443/71 378/60 342/52 282/43 310/51 94/94		
SKILLS			
LVL 1	VS Beast 2		
LVL 12	Ice Element		
LVL 20	Resist Fire 1		
LVL 30	P. DEF Increase 2		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
8 (Base) Anoint	7	Water 0	
15 (Base) Ice Flow	21	Ice 1	
20 (Base) Refreshing Rain	45	-	
LVL Power Hit Effect			
8 -	Raises own Def. (Def 30% up; 100% success; 90 seconds)		
15 B C	Bounces balls of ice at the enemy to attack.		
20 B C	Restores status effects of one ally.		

118 Killer Fish

Type: Aquatic	Element: Water		
Pact: 60%	Residence: Dynasty Ruins		
	<p>EXP: 55 Gald: 0 Drop 1: Fish Scale 24% Drop 2: Grey Manuscript 19% Leave: Apple Gel Steal: Konbu 36%</p>		
LVL MAX LVL	GROWTH FLY MOVE STUN		
7 25	C D D 0		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
703/319 26/70	144/66 132/65 100/47 101/48 105/51 78/78		
SKILLS			
LVL 1	VS Beast 1		
LVL 3	P. ATK Increase 1		
LVL 15	P. DEF Decrease Attack 1		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
6 (Base) Piracy Charm	7	Water 1	
12 (Base) Daring Leap	17	-	
25 (Base) Hydro Blast	42	Water 1	
LVL Power Hit Effect			
6 C C	Raises own ally's Atk, and lowers one enemy's Def. (Atk 30% up; 100% success; 90 seconds)		
10 C C	Spins body while striking.		
25 B B	Breathes water to attack the enemy.		

119 Remora

Type: Aquatic	Element: Water		
Pact: 45%	Residence: Temple of Ice		
	<p>EXP: 190 Gald: 0 Drop 1: Fish Scale 39% Drop 2: Quality Scale 5% Leave: Mixed Gel Steal: Seaweed 68%</p>		
LVL MAX LVL	GROWTH FLY MOVE STUN		
22 50	C D D 0		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
1830/319 69/10	435/76 352/65 282/47 259/43 125/646 69/69		
SKILLS			
LVL 1	VS Beast 1		
LVL 5	Speed Decrease Attack 2		
LVL 40	Resist Lightning 1		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
8 (Base) Anoint	8	Water 1	
12 (Base) Daring Leap	-	-	
25 (Base) Slip Stream	45	-	
LVL Power Hit Effect			
8 C C	Raise own Def. (Def 30% up; 100% success; 90 seconds)		
15 B C	A flurry of attacks from all three fish as they barrel down on the enemy from above to knock them down.		
25 B C	The three fish charge the enemy with a flurry of attacks.		

121 Barracuda

Type: Aquatic	Element: Dark		
Pact: -	Residence: Gladheim		
	<p>EXP: 911 Gald: 0 Drop 1: Fish Scale 44% Drop 2: Quality Scale 23% Leave: Blue Chamomile 18% Steal: -</p>		
LVL MAX LVL	GROWTH FLY MOVE STUN		
70 200	A O D 0		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
2078/319 384/10	1093/64 1011/62 860/45 842/46 873/49 43/43		
SKILLS			
LVL 1	VS Beast 3		
LVL 10	Resist Light 1		
LVL 20	SP Master 2		
LVL 30	P. DEF Decrease Attack 2		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25
LVL Name	TP	Element	
3 (Base) Replenish	7	Dark 1	
8 (Base) Dark Sphere	9	Dark 1	
13 (Base) Cleanse	17	Dark 1	
17 (Base) Slipstream	19	-	
24 (Base) Barreling Attack	27	-	
LVL Power Hit Effect			
3 B C	Restores one ally's TP by 15%.		
8 B C	Launches a ball of darkness to attack an enemy, restoring 3% of damage dealt at TP.		
13 B C	Removes status effects from one ally.		
17 B C	Charges at the enemy, chaining attacks from all three fish.		
24 B C	Plunges down at the enemy from above, chaining attacks from all three fish to knock down the enemy.		

122 Sea Hog

Type: Aquatic	Element: Water		
Pact: 45%	Residence: Dynasty Ruins		
	<p>EXP: 78 Gald: 0 Drop 1: Cod 29% Drop 2: Grey Manuscripts 19% Leave: Orange Gel Steal: Snapper 31%</p>		
LVL MAX LVL	GROWTH FLY MOVE STUN		
9 50	C O D 0		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
1218/471 76/28	182/70 97/38 153/59 94/37 182/74 63/63		
SKILLS			
LVL 1	VS Beast 1		
LVL 5	A. P. DEF Increase 1		
LVL 20	Water Element		
LVL 27	Resist Lightning 2		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
9 (Base) Hydro Blast	14	Water 1	
15 (Base) Tail Whip	15	-	
23 (Base) Floundate	23	Water 1	
LVL Power Hit Effect			
9 B B	Fires a jet of water at the enemy.		
15 C C	Strikes the enemy with its tail.		
23 B C	Raises own Mp (Mp 60% up; 100% success; 30 seconds).		

123 Orca

Type: Aquatic	Element: Water			
Pact: 30%	Residence: Dynasty Ruins			
				
EXP: 121	Growth: 0			
Gald: 0	Move: 0			
Drop 1: Shellfish 33%	Stun: 0			
Drop 2: -				
Leave: Lavender				
Steal: Shrimp 40%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
10 100	C	0	C	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK				
400/481 79/26 215/80 95/33 158/59 94/32 203/74 97/97				
SKILLS				
LVL 1	VS Beast 2			
LVL 7	P.ATK Increase 1			
LVL 13	Resist Poison 2			
LVL 20	Life Charge			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
8 [Base] Hydro Blast	11	Water 1		
15 [Base] Tail Whip	15	-		
25 [Base] Frenetic Charge	33	-		
LVL Power Hit Effect				
8 B	C	Shoots a jet of water at an enemy.		
15 B	C	A flurry of attacks from all three fish as they barrel down on the enemy.		
25 B	C	The three fish charge the enemy with a flurry of attacks.		

124 Jasconius

Type: Aquatic	Element: Water			
Pact: 30%	Residence: Gladsheim			
				
EXP: 556	Growth: 0			
Gald: 0	Move: 0			
Drop 1: Seashell 77%	Stun: 0			
Drop 2: Massive Shell 19%				
Leave: Specific				
Steal: Quality Scale 2%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
70 100	C	0	D	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK				
2992/411 432/28 1023/75 493/33 1020/69 501/32 959/69 4/4				
SKILLS				
LVL 1	VS Beast 2			
LVL 5	Resist Shock 2			
LVL 30	Shock Attack 2			
LVL 45	Regenerate 2			
LVL 55	Resist Earth 2			
LVL 65	HP Increase 3			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
10 [Base] Valor Charge	13	-		
15 [Base] Wild Ricochet	20	-		
20 [Base] Hydro Blast	26	Water 1		
40 [Base] Force Bubble	70	Water 2		
LVL Power Hit Effect				
10 B	C	Spins the body while charging forward to knock the enemy into the ground.		
15 B	C	Sends the enemy flying and crashing down to earth.		
20 S	A	Sends a jet of water to attack the enemy.		
40 A	B	Causes bubbles to appear in the area around itself, then bursts the bubbles to attack.		

125 Merrow

Type: Aquatic	Element: Water			
Pact: 60%	Residence: Dynasty Ruins			
				
EXP: 87	Growth: 0			
Gald: 174	Move: 0			
Drop 1: Fish Scale 51%	Stun: 0			
Drop 2: -				
Leave: Orange Gel				
Steal: Carol 15%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
11 25	C	-	C	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK				
1381/464 76/22 2107/72 119/39 194/68 131/45 181/62 38/38				
SKILLS				
LVL 1	VS Beast 1			
LVL 13	P.ATK Increase 1			
LVL 25	Resist Lightning 1			
LVL 25	Resist Lightning 1			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
8 [Base] Mace Tail	9	-		
15 [Base] Twin Strike	25	-		
LVL Power Hit Effect				
8 C	C	Swings tail to knock the enemy down.		
15 C	C	Swings its weapon to the side to sweep the area.		

126 Nixie

Type: Aquatic	Element: Water			
Pact: 45%	Residence: Dynasty Ruins			
				
EXP: 134	Growth: 0			
Gald: 268	Move: 0			
Drop 1: Fish Scale 51%	Stun: 0			
Drop 2: Seashell 21%				
Leave: White Manuscript				
Steal: Savory 7%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
12 50	C	-	C	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK				
4308/412 91/24 179/54 254/75 136/38 126/38 138/39 4/4				
SKILLS				
LVL 1	VS Beast 1			
LVL 13	P.ATK Increase 1			
LVL 14	TP Increase 1			
LVL 33	Concentrate 1			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
8 (Magic) Aqua Edge	8	Water 1		
15 (Magic) Splash	22	Water 1		
21 (Base) Dark Offering	47	-		
25 (Base) Crystal Spray	38	Water 1		
40 (Magic) Blessed Drops	49	Water 2		
LVL Power Hit Effect				
8 B	C	(Pre-Type 4s) Shoots blades of water to attack.		
15 B	B	(Pre-Type 6s) Rains streams of water down on the enemy from above.		
21 B	-	Lowers the enemy's Atk and Mag. (Atk 30% down; 75% success; 60 seconds)		
25 B	B	Brings a stream of water down from the sky.		
40 A	B	(Pre-Type 8s) Causes countless bubbles to appear at the enemy's feet, then bursts them to attack.		

127 Selkie

Type: Aquatic	Element: Water			
Pact: 45%	Residence: Temple of Ice			
				
EXP: 225	Growth: 0			
Gald: 449	Move: 0			
Drop 1: Fish Scale 48%	Stun: 0			
Drop 2: Coral 13%				
Leave: Mixed Gel				
Steal: -				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
26 50	B	C	0	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK				
2736/412 174/19 362/53 431/64 271/37 278/42 367/48 14/14				
SKILLS				
LVL 1	VS Beast 1			
LVL 10	Resist Poison 2			
LVL 25	Sealed Artes Attack 1			
LVL 36	Relax 1			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
5 (Magic) First Aid	8	Water 1		
7 (Base) Mace Tail	7	-		
15 (Magic) Recover	12	Water 1		
20 (Base) Seize Claim	35	Water 1		
30 (Base) Seizing Song	53	Fire 0		
LVL Power Hit Effect				
5	-	(Pre-Type 4s) Restores 30% max HP to one ally.		
7 C	C	Strikes with the tail to smash the enemy down.		
15	-	(Pre-Type 6s) Restores status effects from one ally.		
20	-	Lowers enemy's Mag. (Mag 60% down; 50% success; 60 seconds)		
30	-	Raises all allies' Atk. (Atk 60% up; 75% success; 30 seconds)		

128 Nereis

Type: Aquatic	Element: Water			
Pact: 45%	Residence: Dynasty Ruins			
				
EXP: 674	Growth: 0			
Gald: 1347	Move: 0			
Drop 1: Seashell 37%	Stun: 0			
Drop 2: Coral 9%				
Leave: Panacea Bottle				
Steal: Old Coin 14%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
26 50	B	C	0	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK				
9395/642 380/27 994/67 540/34 1008/72 703/45 1084/72 62/62				
SKILLS				
LVL 1	VS Beast 2			
LVL 6	DEX Decrease Attack 2			
LVL 23	Critical 2			
LVL 40	Resist Lightning 2			
LVL 12	Increase 2			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
3 (Base) Sharp Shot	4	-		
10 (Base) Scatter Shot	13	-		
17 (Base) Graple Shot	22	-		
20 (Base) Seal Offering	31	-		
LVL Power Hit Effect				
3	-	Raises own Atk and Dex. (Atk 30% up; 100% success; 30 seconds)		
10 B	C	Charges forward while shooting arrows to attack.		
17 B	C	Looses arrows from the sky to rain down on the enemy.		
20 B	-	Lowers enemy's Mv. (Mv 60% down; 75% success; 30 seconds)		

129 Asrai

Type: Aquatic	Element: Ice			
Pact: 45%	Residence: Temple of Ice			
				
EXP: 326				
Gald: 653				
Drop 1: Seashell 41%				
Drop 2: Shimmer Sand 21%				
Leave: Peach Manuscript				
Steal: Lavender 12%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
27 100	C	-	C	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	152/127 466/77 214/34 433/73 244/40 383/62 75/75			
SKILLS				
LVL 1 VS Beast 2	LVL 33 Resist Fire 1			
LVL 20 Resist Paralysis 2	LVL 40 Speed Cast			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	0	+50	0	
Lightning	Ice	Light	Darkness	
0	+25	0	0	
LVL Name	TP	Element		
15 (Base) Mace Tail	13			
17 (Base) Crystal Spray	22	Water 0		
17 (Magic) Ice Needle	10	Ice 1		
21 (Base) Twin Strike	28			
22 (Magic) Icicle Rain	30	Ice 1		
38 (Magic) Absolute	46	Ice 2		
LVL Power Hit Effect				
15 C C Hits the enemy with its tail to smack them down.				
17 B B Brings streams of water down from the sky.				
17 B C (Prep Time: 4s) Brings down ice from the sky above the enemy.				
21 C C Swings its weapon to the side to sweep the area.				
22 B A (Prep Time: 6s) Rains sharp icicles down on a wide area.				
38 A B (Prep Time: 8s) Drops the temperature to absolute zero to free the enemy.				

130 Rusalka

Type: Aquatic	Element: Dark			
Pact: 45%	Residence: Gladheim			
				
EXP: 911				
Gald: 1822				
Drop 1: Seashell 51%				
Drop 2: Coral 24%				
Leave:				
Steal: Bühle "The Entertainer" 13%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
27 100	C	-	C	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	123/64 416/24 299/49 112/770 653/38 722/43 798/49 96/96			
SKILLS				
LVL 4 Resist Sleep 2	LVL 27 SP Master 1			
LVL 6 DEX Decrease Attack 3	LVL 38 TP Increase 2			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	0	0	0	
Lightning	Ice	Light	Darkness	
0	0	-25	+25	
LVL Name	TP	Element		
1 (Base) Mace Tail	1			
4 (Magic) Barrier	8	Earth 1		
7 (Magic) Enhance Cast	15	Ice 1		
10 (Magic) Dispel	16	Water 0		
12 (Base) Angelic Voice	20	Water 0		
18 (Magic) Recover	12	Water 1		
20 (Base) Seize Claim	26	Water 0		
22 (Base) Soul Fear	29			
34 (Base) Seizing Song	45	Fire 0		
44 (Base) Dinge of Dread	58	Dark 1		
LVL Power Hit Effect				
1 C C Swings tail to smack enemies down.				
4 - - (Prep Time: 6s) Raises one ally's Def. (Def 30% up; 100% success: 90s)				
7 - - (Prep Time: 6s) Raises one ally's Mag. (Mag 30% up; 100% success: 90s)				
10 - - (Prep Time: 4s) Removes negative status effects from one ally.				
12 B C Plays a song to attack surrounding enemies, and raise all allies' Def and Res. (Def 30% up; 100% success: 30 seconds)				
18 - - (Prep Time: 6s) Removes status effects from one ally.				
20 - - Lower's enemy's Mag. (Mag 0% down; 50% success: 60 seconds)				
22 - - Lowers all enemies' prep time. (Prep time 60% lower; 75% success: 30 seconds)				
34 - - Raises all allies' Atk. (Atk 60% up; 75% success: 30 seconds)				
44 - - Sends all enemies into Swatay status. (Swatay LVL 4 50%)				

131 Polwige

Type: Toad	Element: Water			
Pact: 60%	Residence: Lake Sinoa Cave			
				
EXP: 16				
Gald: 0				
Drop 1: Seaweed 62%				
Drop 2: Grey Manuscript 19%				
Leave: Apple Gel				
Steal: -				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
2 100	C	-	D	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	413/36 14/11 67/54 705/8 55/45 73/59 49/56 42/42			
SKILLS				
LVL 1 VS Beast 1	LVL 15 Resist Lightning 1			
LVL 6 DEX Increase 1				
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
8 (Base) Prayer	9	Water 2		
15 (Base) Desperate Change	25			
LVL Power Hit Effect				
8 - - Changes two elements on the Element Grid to Water.				
15 C B Body slams the enemy.				
20 D D Breaths ice at the enemy to attack. (Paralysis LVL 3 30%)				

132 Grindylow

Type: Toad	Element: Ice			
Pact: 45%	Residence: Temple of Ice			
				
EXP: 181				
Gald: 0				
Drop 1: Konbu 64%				
Drop 2: Rubberby Hide 24%				
Leave: Orange Gel				
Steal: -				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
21 50	C	-	D	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	198/1356 45/7 296/54 323/58 294/55 323/59 246/46 46/46			
SKILLS				
LVL 1 VS Beast 1	LVL 30 Paralysis Attack 1			
LVL 18 Ice Element	LVL 40 Resist Fire 1			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
5 (Base) Frog Song	5			
15 (Base) Frost Breath	23	Ice 1		
LVL Power Hit Effect				
5 C C Raises own Mag. (Mag 30% up; 100% success: 90 seconds)				
15 C C Breathes ice to attack enemies. (Paralysis LVL 3 30%)				

133 Bullfrog

Type: Toad	Element: Water			
Pact: 45%	Residence: Dynasty Ruins			
				
EXP: 86				
Gald: 0				
Drop 1: Gekogoke Egg 22%				
Drop 2: Gekogoke Oil 12%				
Leave: Lemon Gel				
Steal: -				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
10 50	C	-	D	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	125/2475 5/722 191/76 209/79 116/45 132/50 208/83 78/78			
SKILLS				
LVL 1 Beast 1	LVL 25 HP Increase 1			
LVL 8 Resist Poison 2				
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	
LVL Name	TP	Element		
13 (Base) Desperate Change	13			
15 (Base) Hydro Blast	23	Water 1		
LVL Power Hit Effect				
13 C C Body slams the enemy and steals an item. Cannot steal from allies.				
15 B B Shoots a jet of water at an enemy.				

134 Oannes

Type: Toad	Element: Ice			
Pact: 30%	Residence: Temple of Ice			
				
EXP: 225				
Gald: 0				
Drop 1: Rubberby Hide 44%				
Drop 2: Grey Manuscript 13%				
Leave: Pineapple Gel				
Steal: Bible "Listening" 6%				
LVL MAX LVL	GROWTH	FLY	MOVE	STUN
24 100	C	-	D	0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	2427/475 145/27 370/76 425/89 226/45 235/45 375/73 8/8			
SKILLS				
LVL 1 VS Beast 2	LVL 25 Resist Fire 2			
LVL 10 TP Increase 2	LVL 50 A. DEF Increase 2			
RESISTANCES (%) & ARTES				
Fire	Water	Wind	Earth	
-50	0	+50	0	
Lightning	Ice	Light	Darkness	
0	+25	0	0	
LVL Name	TP	Element		
15 (Base) Browbeat	20			
20 (Base) Frost Breath	26	Ice 1		
LVL Power Hit Effect				
15 C C Lowers the enemy's Def and Res. (Def 30% down; 100% success: 30 seconds) (Res 30% down; 100% success: 30 seconds)				
20 B B Breathes ice at the enemy to attack. (Paralysis LVL 3 30%)				

135 Baal

Type: Aquatic

Element: Fire

Pact: 30%

Residence: Triet Ruins



EXP: 459

Gald: 0

Drop 1: Rubbery Hide 38%

Drop 2: Gekogeko Oil 15%

Leave: Specific

Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	100	C	-	D	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1332/2485	211/20	808/86	707/74	421/74	431/45
1332/2485	211/20	808/86	707/74	421/74	758/83
93/93					

SKILLS

LVL 1 VS Beast 2

LVL 28 Resist Water 2

LVL 5 Fire Element

LVL 45 P. ATK Increase 2

LVL 8 Resist Sick 2

RESISTANCES (%) & ARTES

Fire Water Wind Earth

+25 -50 0 0

Lightning Ice Light Darkness

0 +50 0 0

LVL Name TP Element

11 [Base] Desperate Change 10

15 [Base] Burnout 20

20 [Base] Incinerate 26

Fire 1

LVL Power Hit Effect

11 C C Body steals the enemy and steals an item.

Cannot steal from allies.

15 C C Lowers enemy's Atk and Mag.

(Atk 30% down; 100% success: 30 seconds)

(Def 30% down; 100% success: 30 seconds)

20 B B Breathes fire to attack the enemy.

136 Heqet

Type: Aquatic

Element: Light

Pact: 30%

Residence: Gladheim



EXP: 911

Gald: 0

Drop 1: Rubbery Hide 39%

Drop 2: Gekogeko Egg 33%

Leave: Blue Sage

Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
70	200	C	-	D	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2350/4575	279/22	969/76	963/74	585/45	598/45
1196/93	90/9				

SKILLS

LVL 1 Petrify Attack

LVL 20 Run Away

LVL 8 Resist Poison 3

LVL 37 Item Gifte

LVL 21 SP Master 2

LVL 40 Resist Fire 3

LVL 28 Weak Attack 3

RESISTANCES (%) & ARTES

Fire Water Wind Earth

0 0 0 0

Lightning Ice Light Darkness

0 0 +25 -25

LVL Name TP Element

12 [Base] Last Word 14

18 [Base] Desperate Change 14

25 [Base] Body Press 19

34 [Base] Solar Blast 38

Light 1

LVL Power Hit Effect

12 C C Lowers enemy's preparation time and movement speed.

(Prep time 30% down; 100% success: 30 seconds)

(Move speed 30% down; 100% success: 30 seconds)

18 C C Body slams the enemy and steals an item. Cannot steal from allies.

25 C C Jumps on an enemy in the air to slam them down to the ground.

34 B B Breathes light to attack the enemy. (Weak LVL 4 40%)

138 Mousse

Type: Free Form

Element: Ice

Pact: 60%

Residence: Underground Ruins



EXP: 56

Gald: 0

Drop 1: Blue Fluid 84%

Drop 2: -

Leave: Sage

Steal: Ore 33%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
5	50	C	-	E	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2283/403	12/4	130/70	91/48	154/85	40/19
84/44	60/60				

SKILLS

LVL 1 VS Magical Being 1

LVL 16 Speed Decrease Attack 1

LVL 12 Resist Paralysis 1

LVL 30 P. DEF Increase 2

RESISTANCES (%) & ARTES

Fire Water Wind Earth

-50 0 +50 0

Lightning Ice Light Darkness

0 +25 0 0

LVL Name TP Element

8 [Base] Imprison 8

20 [Base] Evasion 30

LVL Power Hit Effect

8 C C Launches a ball of water to attack the enemy. (Mo 20% down; 30% success: 30 seconds)

20 C C Extends body to the side to attack the enemy. (Def 30% down; 30% success: 60 seconds)

139 Jelly

Type: Free Form

Element: Ice

Pact: 45%

Residence: Temple of Lightning



EXP: 276

Gald: 0

Drop 1: Slime Oil 39%

Drop 2: Yellow Fluid 29%

Leave: Orange Gel

Steal: Raw Iron 11%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
5	50	C	-	E	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
309/8193	12/4	509/65	395/48	124/95	175/19
327/39	12/12				

SKILLS

LVL 1 VS Magical Being 1

LVL 17 A. DEF Increase 1

LVL 15 Resist Poison 2

LVL 27 Life Drain 1

RESISTANCES (%) & ARTES

Fire Water Wind Earth

-50 0 +50 0

Lightning Ice Light Darkness

0 0 +25 0

LVL Name TP Element

20 [Base] Erosion 30

23 [Base] Overgrowth 57

LVL Power Hit Effect

20 C C Lends body to the side to attack an enemy. (Mo 20% down; 30% success: 60 seconds)

(Def 30% down; 30% success: 60 seconds)

23 C C Extends body vertically to attack the enemy and steal an item. Cannot steal from allies.

140 Ooze

Type: Free Form

Element: Water

Pact: 45%

Residence: Temple of Earth

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

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Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type: Free Form

Element: Water

Pact: 60%

Residence: Underground Ruins

140 Ooze

Type

141 Pudding

Type: Free Form	Element: Ice
Pact: 45%	Residence: Temple of Lightning
A small, yellow, blob-like creature with a simple face.	
EXP: 368	Gald: 0
Drop 1: Slime Oil 49%	Drop 2: Yellow Fluid 35%
Leave: Chamomile	Steal: Electrum 12%
LVL MAX LVL GROWTH FLY MOVE STUN	
33 / 50 C E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
10716/501 108/141 552/74 264/35 674/91 1149/19 400/67 83/83	
SKILLS	
LVL 1 VS Magical Being 2	LVL 40 Weak Attack 2
LVL 10 P.DEF Decrease Attack 2	LVL 45 P.DF Increase 1
LVL 35 Lure 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
-50 0 +50 0	
Lightning Ice Light Darkness	
0 +25 0 0	
LVL Name TP Element	
15 [Base] Disempower 23	
25 [Base] Erosion 38	
LVL Power Hit Effect	
15 C B Launches multiple balls of water in the surrounding area to attack. (Weak Lvl. 3 30%)	
25 C C Extends body to the side to attack the enemy. (Lowers Def 60%, 30% success; 30 seconds)	

142 Slime Mold

Type: Free Form	Element: Dark
Pact: 30%	Residence: Ginnungagap
A purple, blob-like creature with a single eye and a textured surface.	
EXP: 496	Gald: 0
Drop 1: Slime Oil 50%	Drop 2: Black Fluid 24%
Leave: Lemon Gel	Steal: Damascus 7%
LVL MAX LVL GROWTH FLY MOVE STUN	
53 / 100 C E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
1738/9526 124/9 917/84 290/25 1024/96 213/14 738/67 83/83	
SKILLS	
LVL 1 VS Magical Being 2	LVL 40 Sleep Attack 2
LVL 10 Resist Sleep 2	LVL 45 HP Increase 2
LVL 25 Speed Decrease Attack 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 25 -25	
LVL Name TP Element	
7 [Base] Impison 6	
15 [Base] Dispuse 20	
20 [Base] Erosion 26	
35 [Base] Overgrowth 46	
LVL Power Hit Effect	
7 C C Launches balls of water to attack the enemy. (Mv-60% down, 60% success; 90 seconds)	
15 B B Launches multiple balls of water at an area to attack. (Mv-40% down, 60% success; 90 seconds)	
20 C C Moves body to the side to attack. (Def 30% down, 30% success; 90 seconds)	
35 C C Moves body vertically to attack and steal an item. Cannot steal from allies.	

143 Liege

Type: Free Form	Element: Lightning
Pact: -	Residence: Gladheim
A small, yellow, blob-like creature with a single eye and a textured surface.	
EXP: 966	Gald: 0
Drop 1: Slime Oil 54%	Drop 2: Red Fluid 38%
Leave: -	Steal: Philosopher's Stone 2%
LVL MAX LVL GROWTH FLY MOVE STUN	
80 / 100 C E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
3889/9546 144/5 1238/79 479/30 1579/101 317/19 896/57 22/22	
SKILLS	
LVL 1 VS Magical Being 3	LVL 30 Shock Attack 3
LVL 3 SP Master 2	LVL 4 Resist Poison 3
LVL 5 Stick Attack 3	LVL 46 Resist Decrease Attack 3
LVL 13 Resist Earth 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 +50 0 -50	
Lightning Ice Light Darkness	
0 +25 0 0	
LVL Name TP Element	
8 [Base] Impulse 7	
16 [Base] Distorder 21	
22 [Base] Erosion 29	
27 [Base] Overgrowth 35	
LVL Power Hit Effect	
8 C C Launches balls of water to attack the enemy. (Sway Lvl. 4 40%)	
16 C B Launches multiple balls of water to attack an area. (Sway Lvl. 4 40%)	
22 C C Extends body to the side to attack. (Def 60% down, 30% success; 60 seconds)	
27 C C Extends body to the side to attack the enemy and steal items. Cannot steal from allies.	

144 Leech

Type: Free Form	Element: Water
Pact: 60%	Residence: Dynasty Ruins
A small, purple, worm-like creature with a segmented body and a small mouth.	
EXP: 63	Gald: 0
Drop 1: Pebble 52%	Drop 2: Saliva 24%
Leave: Apple Gel	Steal: -
LVL MAX LVL GROWTH FLY MOVE STUN	
8 / 25 C - E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
918/367 46/15 1318/84 43/16 247/97 63/63 113/42 37/37	
SKILLS	
LVL 1 VS Magical Being 1	LVL 25 Resist Lightning 1
LVL 13 Life Drain 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+50 +25 0 0	
Lightning Ice Light Darkness	
-50 0 0 0	
LVL Name TP Element	
8 [Base] Sand Breath 14 Earth 0	
15 [Base] Hungry Mist 25 Water 1	
LVL Power Hit Effect	
8 A A Breathes sand at the enemy. (Def 30% down, 30% success; 30 seconds)	
15 B B Attacks enemies with a foul odor. (Atk 30% down, 30% success; 30 seconds)	

145 Poison Leech

Type: Free Form	Element: Water
Pact: 45%	Residence: Iselia Human Ranch
A blue, worm-like creature with a segmented body and a small mouth.	
EXP: 199	Gald: 0
Drop 1: Saliva 45%	Drop 2: Demon Extract 17%
Leave: Poison Bottle	Steal: Venom 12%
LVL MAX LVL GROWTH FLY MOVE STUN	
23 / 50 C - E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
2256/377 98/13 545/94 73/11 556/97 109/18 243/42 37/37	
SKILLS	
LVL 1 VS Magical Being 1	LVL 8 P.DF Increase 1
LVL 5 Resist Poison 2	LVL 28 Poison Attack 2
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
+50 +25 0 0	
Lightning Ice Light Darkness	
-50 0 0 0	
LVL Name TP Element	
15 [Base] Poison Breath 23 Water 1	
LVL Power Hit Effect	
15 A A Spits fluid to attack the enemy. (Poison Lvl. 2 20%)	

146 Leech King

Type: Free Form	Element: Wind
Pact: 30%	Residence: Iselia Human Ranch
A large, green, worm-like creature with a segmented body and a small mouth.	
EXP: 290	Gald: 0
Drop 1: Dragon Blood 38%	Drop 2: Philosopher's Stone 2%
Leave: Peach Manuscript	Steal: Sage 15%
LVL MAX LVL GROWTH FLY MOVE STUN	
24 / 100 C E 0	
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	
7032/387 72/11 500/84 10/16 637/107 157/23 220/32 0/0	
SKILLS	
LVL 1 VS Magical Being 2	LVL 20 HP Increase 2
LVL 5 Resist Sealed Artes 2	LVL 27 Resist Ic 2
LVL 9 Lure 2	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 +25 +50 +50	
Lightning Ice Light Darkness	
0 -50 0 0	
LVL Name TP Element	
15 [Base] Choke Breath 20 Wind 1	
23 [Base] Giant Growth 20 Wind 1	
LVL Power Hit Effect	
15 A A Breathes wind to attack the enemy. (Mute Lvl. 3 30%)	
23 C C Expands the body to attack surrounding enemies.	

147 Blood Sucker

Type: Free Form	Element: Water
Pact: 45%	Residence: Dwarve Mine (Rank A)
EXP: 415	Gald: 0
Drop 1: Saliva 32%	Drop 2: Demon Blood 20%
Leave: Virus Bottle	Steal: -
LVL MAX LVL GROWTH FLY MOVE STUN	
48 50 C - E 0	
HP TP P. ATK A. ATK P. DEF A. DEF DEX LUCK	
13254/367 20315/10329/24 20816/1093/97 20018/417/37 777/1	

SKILLS

LVL 1 VS Magical Being 2	LVL 20 Life Drain 2
LVL 5 Resist Poison 2	LVL 40 Resist Lightning 2
LVL 10 Sick Attack 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
8 [Base] Preying Breath	12	Water 1	
30 [Base] Blood Furnel	60	Water 1	
LVL Power Hit Effect			
8 A A Spits fluid to attack. (Sick Lvl 30%)			
30 B B Brings a torrent of water down from the sky.			

148 Blood Bound

Type: Free Form	Element: Fire
Pact: -	Residence: Gladheim
EXP: 966	Gald: 0
Drop 1: Saliva 44%	Drop 2: Dragon Blood 15%
Leave: -	Steal: Blue Savory 11%
LVL MAX LVL GROWTH FLY MOVE STUN	
80 100 A - E 0	
HP TP P. ATK A. ATK P. DEF A. DEF DEX LUCK	
3172/367 486/15 1404/82 522/14 1624/95 518/21 844/40 92/92	

SKILLS

LVL 1 Resist Poison 3	LVL 20 Critical 2
LVL 8 SP Master 2	LVL 34 Life Drain 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
15 [Base] Hungry Mist	20	Water 0	
18 [Base] Inincrate	24	Fire 1	
26 [Base] Giant Growth	23	-	
30 [Base] Magma Pain	53	Fire 1	
LVL Power Hit Effect			
15 C B Attacks the enemy with a foul odor. (atk 30% down; 30% success; 60 seconds)			
18 A A Breathes fire at the enemy.			
26 C C Expands own body to attack surrounding enemies.			
30 B B Pours lava on enemies located in the surrounding area.			

149 Gamat

Type: Free Form	Element: Water
Pact: 60%	Residence: Underground Ruins
EXP: 40	Gald: 0
Drop 1: Roper Vine 41%	Drop 2: Grey Manuscript 14%
Leave: Orange Gel	Steal: Pebble 47%
LVL MAX LVL GROWTH FLY MOVE STUN	
5 25 C - E 0	
HP TP P. ATK A. ATK P. DEF A. DEF DEX LUCK	
6527/417 57/32 76/42 126/70 92/52 144/81 71/40 89/89	

SKILLS

LVL 1 VS Magical Being 1	LVL 25 Resist Lightning 1
LVL 15 Life Drain 1	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
8 [Base] Life Force	9	Water 1	
13 Acid Rain	22	Water 1	
LVL Power Hit Effect			
8 A A Releases one ally's HP by 30% of max.			
13 C C Releases fluid from the surrounding area to attack. (Def 30% down; 30% success; 60 seconds)			

150 Anemone

Type: Free Form	Element: Water
Pact: 45%	Residence: Camberto Caves
EXP: 181	Gald: 0
Drop 1: Roper Vine	Drop 2: Demon Blood 13%
Leave: Pineapple Gel	Steal: -
LVL MAX LVL GROWTH FLY MOVE STUN	
21 50 C - E 0	
HP TP P. ATK A. ATK P. DEF A. DEF DEX LUCK	
2074/417 145/27 252/52 377/15 248/52 328/66 225/45 98/98	

SKILLS

LVL 1 VS Magical Being 1	LVL 35 A. ATK Increase 1
LVL 15 Resist Poison 2	LVL 45 TP Increase 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
10 [Base] Acid Rain	15	Water 1	
25 [Base] Grapple	25	-	
40 [Base] Fatal Blow	60	-	
LVL Power Hit Effect			
10 C C Releases fluid into the surrounding area to attack. (Def 30% down; 30% success; 60 seconds)			
25 C C Beats the enemy into the air, then send them crashing to earth.			
40 B B Hits the enemy with a chain of attacks to send them flying.			

151 Lunantisidhe

Type: Free Form	Element: Water
Pact: 30%	Residence: Lezareno Building Number Two
EXP: 449	Gald: 0
Drop 1: Roper Vine 40%	Drop 2: Sap 18%
Leave: Life Bottle	Steal: Moss 29%
LVL MAX LVL GROWTH FLY MOVE STUN	
48 100 C - E 0	
HP TP P. ATK A. ATK P. DEF A. DEF DEX LUCK	
1313/1437 247/23 412/42 778/75 625/62 728/71 418/40 52/52	

SKILLS

LVL 1 VS Magical Being 2	LVL 30 Resist Lightning 2
LVL 10 Mental Charge	LVL 40 A. ATK Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
5 [Base] Life Force	4	Water 1	
8 [Base] Purify	7	Water 1	
LVL Power Hit Effect			
5 A A Restores 30% of one ally's HP.			
8 C C Heals one ally of status effects.			

152 Blue Rose

Type: Free Form	Element: Water
Pact: 45%	Residence: Temple of Ice
EXP: 199	Gald: 0
Drop 1: Roper Vine 41%	Drop 2: Shining Sand 16%
Leave: Mixed Gel	Steal: Electron 9%
LVL MAX LVL GROWTH FLY MOVE STUN	
23 50 C - E 0	
HP TP P. ATK A. ATK P. DEF A. DEF DEX LUCK	
6522/1417 162/27 209/37 412/80 243/47 404/76 266/50 12/12	

SKILLS

LVL 1 VS Magical Being 2	LVL 20 A. DEF Increase
LVL 20 Cast Delay Attack 1	LVL 45 Relax

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL Name	TP	Element	
8 [Base] Life Force	8	Water 1	
11 Acid Rain	17	Water 1	
LVL Power Hit Effect			
8 A A Restores one ally's HP by 30% of max.			
11 C C Rains fluid down on the surrounding area to attack. (Def 30% down; 30% success; 90 seconds)			

153 Incognito

Type: Free Form	Element: Dark						
Pact:	Residence: Gladheim						
(Lvl 1)							
EXP: 1208	Gald: 0						
Drop 1: Roper Vine 5%	Drop 2: Animus 16%						
Leave: -	Steal: Blue Bellbane 11%						
LVL MAX LVL	GROWTH	FLY	MOVE	STUN			
100 100	C	-	E	0			
HP TP P.ATK A.ATK P.DEF A.DEE DEX LUCK	69/0/27	948/40	1496/73	1060/50	1402/69	1057/48	71/17

SKILLS

LVL 1 VS Magical Being 3

LVL 18 Life Drain 3

LVL 20 SP Master 1

LVL 28 Spirit Drain 3

LVL 34 Speed Decrease Attack 3

LVL 45 Regenerate 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25
LVL Name	TP	Element	
8 [Base] Acid Rain	11	Water 0	
14 [Base] Disenchant	12	Dark 1	
25 [Base] Crush	22		
40 [Base] Fatal Blow	53		
LVL Power Hit Effect			
8 C B	Rains fluid down on the surrounding area to attack Defense 60% down; 30% success: 60 seconds)		
14 -	Removes status effects from one ally.		
25 C C	Knocks the enemy into the air, then slams them back to earth.		
40 B B	Hits the enemy with a chain of attacks to send them into the air.		

156 Cacodemon

Type: Demon	Element: Lightning							
Pact: 30%	Residence: Temple of Darkness							
(Lvl 1)								
EXP: 243	Gald: 487							
Drop 1: Small Demon Wing 38%	Drop 2: Small Demon Tail 25%							
Leave: Orange Gel	Steal: -							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN				
26 100	C	-	D	0				
HP TP P.ATK A.ATK P.DEF A.DEE DEX LUCK	2296/389	85/14	397/66	358/58	330/57	303/51	449/77	31/31

SKILLS

LVL 1 VS Dragon1

LVL 8 HP Increase 1

LVL 12 Resist Shock 1

LVL 30 Sprint Drain 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL Name	TP	Element	
5 [Magic] Lightning	9	Lightning 1	
15 [Base] Fore sight	13	Lightning	
20 [Magic] Thunder Blade	28	Lightning 1	
22 [Base] Lightning Blow	19		
LVL Power Hit Effect			
5 B C	(Prep Time 4s) Calls forth a small lightning bolt from above the enemy.		
15 -	Raises own Dex. (Dex 30% up; 100% success: 30 seconds)		
20 B B	(Prep Time 6s) Summons a giant sword that generates lightning in the surrounding area to attack.		
22 C C	Strikes with full power to knock the enemy down.		

154 Imp

154 Imp

Type: Demon	Element: Dark							
Pact: -	Residence: Lake Sinao Cave							
(Lvl 1)								
EXP: 52	Gald: 104							
Drop 1: Demon Tail 100%	Drop 2: -							
Leave: -	Steal: -							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN				
4 200	B	-	D	0				
HP TP P.ATK A.ATK P.DEF A.DEE DEX LUCK	576/339	12/7	101/59	93/53	91/50	84/49	10/160	51/51

SKILLS

LVL 17 Run Away

LVL 20 Stealth 1

LVL 33 Sky Combo 1

LVL 40 Relax 1

LVL 52 Technical 1

LVL 60 Resist P. Aliments 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25
LVL Name	TP	Element	
10 [Base] Head Butt	8		
18 [Base] Twin Cast	14		
21 [Base] Wing Beat	24		
25 [Base] Double Down	19		
LVL Power Hit Effect			
10 C C	Headbutts the enemy to attack.		
18 -	Raises own preparation speed. (Prep Speed 30% faster; 100% success: 30 seconds)		
21 B B	Spins horizontally to attack surrounding enemies.		
25 C C	Throws the enemy with all its might.		

155 Pit Fiend

Type: Demon	Element: Earth							
Pact: 45%	Residence: Temple of Earth							
(Lvl 1)								
EXP: 328	Gald: 657							
Drop 1: Pebble 67%	Drop 2: Small Demon Wing 23%							
Leave: Stone Bottle	Steal: Ore 40%							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN				
38 50	C	-	D	0				
HP TP P.ATK A.ATK P.DEF A.DEE DEX LUCK	3308/389	123/14	631/76	501/63	468/57	417/51	509/62	3/3

SKILLS

LVL 17 VS Dragon 2

LVL 17 Resist Pettyif 2

LVL 40 Penny Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
8 [Magic] Stone Blast	7	Earth 1	
15 [Base] Head Butt	15		
21 [Magic] Stalagmite	20	Earth 1	
30 [Base] Shield Sphere	30		
LVL Power Hit Effect			
8 B C	(Prep Time 4 seconds) Causes clusters of boulders to appear from the ground to attack enemies.		
15 C C	Headbutts the enemy to attack.		
21 B C	Sends horizontal waves to attack the enemy.		
30 -	Raises own Def. (Def 60% up; 100% success: 30 seconds)		

158 Gremlin

Type: Demon	Element: Lightning							
Pact: 60%	Residence: Lake Sinao Cave							
(Lvl 1)								
EXP: 40	Gald: 79							
Drop 1: Small Demon Wing 61%	Drop 2: -							
Leave: Apple Gel	Steal: Knife 16%							
LVL MAX LVL	GROWTH	FLY	MOVE	STUN				
5 25	C	-	D	0				
HP TP P.ATK A.ATK P.DEF A.DEE DEX LUCK	705/399	26/12	139/76	103/58	103/57	88/51	117/67	29/29

SKILLS

LVL 1 VS Dragon 1

LVL 9 Item Finder 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	+50
LVL Name	TP	Element	
3 [Magic] Wind Cutter	8	Wind 1	
6 [Base] Disharmony	9		
12 [Base] Sonic Burst	16	Wind 1	
17 [Base] Wing Beat	22		
20 [Magic] Turbulence	22		
23 [Base] Evangelize	45		
LVL Power Hit Effect			
3 B C	(Prep Time 4s) Creates blades of wind in the area around the enemy.		
6 C C	Lowers Def of all allies. (Def 30% down; 100% success: 30 seconds)		
12 B C	Attacks enemy with music. (Muve 1W, 3.30%)		
17 B B	Spins around sideways to attack surrounding enemies.		
20 A C	(Prep Time 6s) Summons a tornado to pull in enemies. (Atk 30% up; 100% success: 30 seconds) (Def 30% up; 100% success: 30 seconds)		
23 -	Raises the Atk and Mag of all allies and enemies. (Atk 30% up; 100% success: 30 seconds) (Def 30% up; 100% success: 30 seconds)		

159 Demon

Type: Demon	Element: Dark
Pact: 45%	Residence: Temple of Darkness
	
EXP: 259	Gald: 518
Drop 1: Demon Wing 33%	Drop 2: Demon Horn 30%
Leave: Mixed Gels	Steal: Skull 11%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
30	50	C	0	C	0		
HP	TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK					
3265/542	10117	457777	41167	371161	378600	376600	2020

SKILLS

LVL 1	VS Dragon 2
LVL 5	Resist Sleep 2

LVL 10	P. DEF Increase 1
LVL 40	Resist Light 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	0	0	0
Lightning	Ice	Light	Darkness	

LVL	Name	IP	Element
6	(Base) Howling	16	
20	(Magic) Negative Gate	52	Dark 1
30	(Base) Outrageous	-	

LVL Power Hit Effect

8	-	Bases own Atk, and lowers one enemy's Def. (Def 30% up; 100% success; 30 seconds)
20	B	(Prep Time 6s) Draws enemies into a magical dimension where their actions are sealed.
30	B	C Attacks the enemy with two slashes.

160 Archdemon

Type: Demon	Element: Ice
Pact: 30%	Residence: Temple of Darkness
	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
31	100	C	0	C	0
HP	TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK			

SKILLS

LVL 1	VS Dragon 2
LVL 5	Ice Element

LVL 10	Resist Fire 2
LVL 40	Paralysis Attack 2

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	0	0	0
Lightning	Ice	Light	Darkness	

LVL	Name	IP	Element
17	(Magic) Icicle Rain	16	
20	(Base) Shatter	18	
33	(Base) Crum Edict	58	Ice 1

LVL Power Hit Effect

17	B	A (Prep Time 6s) Drops shards of ice over a wide area.
20	C	(Def 30% down; 30% success; 40 seconds) Plunges down at the enemy to knock them down.
33	A	B Summons ice in their own location and shatters it to attack enemies.

161 Vroom

Type: Demon	Element: Fire
Pact: -	Residence: Gladheim
	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
133	200	C	0	C	0
HP	TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK			

SKILLS

LVL 1	VS Dragon 3
LVL 5	Resist Sleep 3

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	+25	50	0	0
Lightning	Ice	Light	Darkness	

LVL	Name	IP	Element
10	(Base) Reign of Terror	13	
22	(Base) Shatter	17	
30	(Base) Onslaught	34	
35	(Base) Fatal Roar	53	Fire 1
50	(Base) Meteor Storm	58	Fire 2

LVL Power Hit Effect

10	C	Plunges down at the enemy to knock them down. (Def 60% down; 30% success; 30 seconds)
22	B	C Slashes at the enemy twice to attack.
30	B	C Raises a huge explosion around it to launch enemies upward and send them crashing to earth.
35	A	C (Prep Time 8 seconds) Calls a swarm of meteors to attack a wide area, sending enemies flying and crashing back to earth.
50	A	C (Prep Time 8 seconds) Raises the Atk of all enemies. (Lower the Atk of all enemies. (Lower Atk 30%; 100% success; 30 seconds))

162 Lamia

Type: Demon	Element: Earth
Pact: 60%	Residence: Temple of Darkness
	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
29	25	C	0	E	0
HP	TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK			

SKILLS

LVL 1	VS Dragon 1
LVL 13	P. DEF Increase 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	50	+25	
Lightning	Ice	Light	Darkness	

LVL	Name	IP	Element
8	(Base) Tail Blow	9	
15	(Base) Twin Strike	25	

LVL Power Hit Effect

8	C	Hits the enemy with its tail to knock them down.
15	B	C Swings the weapon it holds from side to side, then up and down to attack.

163 Graeae

Type: Demon	Element: Earth
Pact: 45%	Residence: Temple of Lightning
	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
35	50	C	0	E	0
HP	TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK			

SKILLS

LVL 1	VS Dragon 1
LVL 8	A. DEF Increase 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	50	+25	
Lightning	Ice	Light	Darkness	

LVL	Name	IP	Element
5	(Base) Tail Blow	5	
15	(Base) Corpse Dance	70	

LVL Power Hit Effect

5	C	Strikes the enemy with its tail to knock them down.
40	-	C Lowers enemy's Mv. (Mv 60% down; 75% success; 30 seconds)

164 Erinyes

Type: Demon	Element: Dark
Pact: 45%	Residence: Temple of Darkness
	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
30	50	C	0	E	0
HP	TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK			

SKILLS

LVL 1	VS Dragon 1
LVL 25	Resist Light 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
0	0	0	0	0
Lightning	Ice	Light	Darkness	

LVL	Name	IP	Element
5	(Base) Tail Blow	3	
15	(Base) Smile	15	
30	(Base) Battle Dance	53	

LVL Power Hit Effect

5	C	Strikes the enemy with its tail to knock them down.
15	C	Uses full power to strike the enemy and knock them down.

165 Gorgon

Type:	Demon	Element:	Earth				
Pact:	30%	Residence: Gimnungagap					
		EXP:	534				
		Gald:	1067				
		Drop 1:	Lamia Amulet 27%				
		Drop 2:	Lamia Hairpin 27%				
		Leave:	Stone Bottle				
		Steal:	Evil Perfume 17%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
57	100	C	E	E	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
57/604/472	122/8	1047/192	495/58	684/58	411/35	855/75	48/48
SKILLS				ARTES			
LVL 1	VS Dragon 2	LVL 33	Resist Wind 2	LVL 1	VS Dragon 2	LVL 30	DEF Decrease Attack 2
LVL 20	Regenerate 1	LVL 45	Petify Attack 2	LVL 10	Dark Element	LVL 55	HP Increase 2
LVL 21	DEX Increase 2			LVL 20	Resist Sleep 2	LVL 65	Add Combo 2
RESISTANCES (%) & ARTES				RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth	Fire	Water	Wind	Earth
0	0	-50	+25	0	0	0	0
Lightning	Ice	Light	Darkness	Lightning	Ice	Light	Darkness
+50	0	0	0	+25	0	+25	+25
LVL Name	TP	Element		LVL Name	TP	Element	
11 [Base] Tail Blow	10			15 [Base] Tail Blow	4		
17 [Base] Weapon Bash	15			18 [Base] Smite	13		
40 [Base] Fanatic Dance	61			40 [Base] Cauldron Dance	61		
LVL Power Hit Effect				45 [Base] Slice and Dice	59		
11 C C Hits the enemy with its tail to knock them down.				11 C C Strikes the enemy with its tail to knock them down.			
17 C C Swings sword through the air to toss the enemy up and send them crashing back to earth.				17 C C Strikes the enemy with full force to knock them down.			
40 - Turns the enemy to stone (Stone Lvl 350%)				40 C C Poisons the enemy. (Poison Lvl 4-50%)			
LVL Power Hit Effect				45 B B Assails the enemy with a flurry of attacks.			

166 Echidna

Type:	Demon	Element:	Dark				
Pact:	30%	Residence: Gimnungagap					
		EXP:	701				
		Gald:	1402				
		Drop 1:	Lamia Scale 45%				
		Drop 2:	Evil Eye 13%				
		Leave:	Sage				
		Steal:	Spirits 41%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
58	100	C	-	E	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
19026/585	113/2	107/899	372/31	1012/96	376/35	754/70	85/8
SKILLS				ARTES			
LVL 1	VS Dragon 2	LVL 33	Resist Wind 2	LVL 1	VS Dragon 2	LVL 30	DEF Decrease Attack 2
LVL 20	Regenerate 1	LVL 45	Petify Attack 2	LVL 10	Dark Element	LVL 55	HP Increase 2
LVL 21	DEX Increase 2			LVL 20	Resist Sleep 2	LVL 65	Add Combo 2
RESISTANCES (%) & ARTES				RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth	Fire	Water	Wind	Earth
0	0	-50	+25	0	0	0	0
Lightning	Ice	Light	Darkness	Lightning	Ice	Light	Darkness
+50	0	0	0	+25	0	+25	+25
LVL Name	TP	Element		LVL Name	TP	Element	
11 [Base] Tail Blow	10			15 [Base] Tail Blow	4		
17 [Base] Weapon Bash	15			18 [Base] Smite	13		
40 [Base] Fanatic Dance	61			40 [Base] Cauldron Dance	61		
LVL Power Hit Effect				45 [Base] Slice and Dice	59		

167 Moirae

Type:	Demon	Element:	Lightning				
Pact:	30%	Residence: Temple of Lightning					
		EXP:	337				
		Gald:	674				
		Drop 1:	Lamia Hairpin 36%				
		Drop 2:	Quality Shell 15%				
		Leave:	Pineapple Gel				
		Steal:	Vold's Capriciousness 4%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
36	100	C	-	E	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3445/437	113/15	595/77	402/48	445/58	320/40	600/75	8/8
SKILLS				ARTES			
LVL 1	VS Dragon 1	LVL 30	Concentrate	LVL 1	VS Dragon 1	LVL 45	A. ATK Increase 2
LVL 12	Resist Shock 1	LVL 45	A. ATK Increase 2	LVL 27	Resist Earth 1		
LVL 21	Resist Earth 1						
RESISTANCES (%) & ARTES				RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth	Fire	Water	Wind	Earth
0	+50	0	-50	0	0	0	0
Lightning	Ice	Light	Darkness	Lightning	Ice	Light	Darkness
+25	0	0	0	+25	0	+25	+25
LVL Name	TP	Element		LVL Name	TP	Element	
20 [Magic] Thunder Blade	28			24 [Magic] Eruption	24		
28 [Magic] War Dance	55			33 [Magic] Photon	24		
39 [Magic] Turbulence	22						
LVL Power Hit Effect				LVL Power Hit Effect			
20 B B (Prep Time 6s) Calls down a giant, electrified sword to attack an area.				20 B B (Prep Time 6s) Calls down a giant, electrified sword to attack an area.			
24 B B (Prep Time 6s) Calls an explosion of fire in a certain area to attack.				28 - Lowers Res of all enemies (Res 30% down; 100% success: 30 seconds)			
33 A A (Prep Time 6s) Gathers particles of light and then shoots them out as a beam to attack enemies.				33 A A (Prep Time 6s) Gathers particles of light and then shoots them out as a beam to attack enemies.			
39 A C (Prep Time 6s) Summons a tornado to sweep up enemies.							

168 Ruby Dear

Type:	Demon	Element:	Ice				
Pact:		Residence: Gladshheim					
		EXP:	1379				
		Gald:	2759				
		Drop 1:	Lamia Scale 58%				
		Drop 2:	Evil Perfume 21%				
		Leave:	Bible "One-Hit Kills" 18%				
		Steal:					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
106	200	C	-	E	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
5745/565	1786	1854/104	506/26	1737/96	623/30	1394/75	70/70
SKILLS				ARTES			
LVL 5	Exp Plus 3	LVL 26	LUCK Increase 3	LVL 1	Fire Element	LVL 25	Resist Water 1
LVL 7	Resist Paralysis 2	LVL 31	SP Master	LVL 6	V5 Free Form 1		
LVL 20	P. ATK Increase 3	LVL 52	Critical 3				
RESISTANCES (%) & ARTES				RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth	Fire	Water	Wind	Earth
-50	0	+50	0	+25	-50	0	0
Lightning	Ice	Light	Darkness	Lightning	Ice	Light	Darkness
0	+25	0	0	+25	+50	0	0
LVL Name	TP	Element		LVL Name	TP	Element	
1 [Base] Break 'em In	1			10 [Base] Breath of Fire	23		
12 [Base] Bone-Crushing Hug	9			15 [Base] Flame	30		
24 [Base] At Your Service	38			20 [Base] Dragon Breath	45		
3 [Base] Passionate Vow	29			LVL Power Hit Effect			
3 [Base] Summer Dreaming	76			10 A A Breathes fire to attack the enemy. (Def 30% up; 100% success: 30 seconds)			
LVL Power Hit Effect				15 A A Breathes fire to attack the enemy. (Def 30% up; 100% success: 30 seconds)			
1 C C Tosses its tail to knock the enemy down.				20 S S Breathes fire to attack an enemy. (Def 30% down; 50% success: 30 seconds)			
12 C C Hits the enemy up and down to send them crashing to earth.							
34 B C Strikes the enemy twice to attack.							
3 - Increases Union Attack Gauge by 10%.							
3 - Lowers AB, Def, Mag and Res of all enemies. (Atk, Def, Mag, Res 30% down; 100% success: 30 seconds)							

169 Fire Drake

Type:	Dragon	Element:	Fire				
Pact:	60%	Residence: Triet Ruins					
		EXP:	158				
		Gald:	317				
		Drop 1:	Wyvern Scale 26%				
		Drop 2:	Grey Manuscript 9%				
		Leave:	Apple Gel				
		Steal:					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
20	25	C	-	C	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2101/442	8013	313/69	284/63	262/55	242/52	292/60	42/42
SKILLS				ARTES			
LVL 1	VS Free Form 1	LVL 25	Resist Water 1	LVL 1	VS Free Form 1	LVL 25	P. ATK Increase 1
LVL 6	V5 Free Form 1			LVL 21	P. ATK Increase 1	LVL 45	HP Increase 1
LVL 25							
RESISTANCES (%) & ARTES				RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth	Fire	Water	Wind	Earth
+25	-50	0	0	+25	0	0	-50
Lightning	Ice	Light	Darkness	Lightning	Ice	Light	Darkness
0	+50	0	0	+25	0	0	0
LVL Name	TP	Element		LVL Name	TP	Element	
10 [Base] Shock	20			15 [Base] Enrage	26		
15 [Base] Flame	70			20 [Base] Dragon Breath	70		
LVL Power Hit Effect				LVL Power Hit Effect			
10 A A Breathes lightning downward to attack the enemy. (Swy 30% up; 100% success: 30 seconds)				15 A A Breathes lightning downward to attack the enemy. (Swy 30% up; 100% success: 30 seconds)			
15 A A Breathes lightning to knock and enrage enemy. (Def 30% up; 100% success: 30 seconds)				20 S S Breathes lightning horizontally to attack an enemy. (Def 30% down; 50% success: 30 seconds)			
20 S S Breathes lightning horizontally to attack an enemy. (Def 30% down; 50% success: 30 seconds)							

170 Wyvern

Type:	Dragon	Element:	Lightning				
Pact:	45%	Residence: Temple of Lightning					
		EXP:	311				
		Gald:	622				
		Drop 1:	Wyvern Scale 48%				
		Drop 2:	Wyvern Hide 10%				
		Leave:	Mixed Gel				
		Steal:					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
36	50	C	-	C	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3515/452	12011/52	525/69	455/58	442/55	395/52	525/65	72/72
SKILLS				ARTES			
LVL 1	VS Free Form 1	LVL 25	Resist Earth 1	LVL 1	VS Free Form 1	LVL 45	HP Increase 1
LVL 25	P. ATK Increase 1			LVL 21	P. ATK Increase 1	LVL 45	A. ATK Increase 2
LVL 27							
RESISTANCES (%) & ARTES				RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth	Fire	Water	Wind	Earth
0	+50	0	-50	0	0	0	0
Lightning	Ice	Light	Darkness	Lightning	Ice	Light	Darkness
+25	0	0	0	+25	0	0	0
LVL Name	TP	Element		LVL Name	TP	Element	
10 [Base] Shock	20			15 [Base] Enrage	26		
15 [Base] Flame	70			20 [Base] Dragon Breath	70		
LVL Power Hit Effect				LVL Power Hit Effect			
10 A A Breathes lightning downward to attack the enemy. (Swy 30% up; 100% success: 30 seconds)				15 A A Breathes lightning downward to attack the enemy. (Swy 30% up; 100% success: 30 seconds)			
15 A A Breathes lightning to knock and enrage enemy. (Def 30% up; 100% success: 30 seconds)				20 S S Breathes lightning horizontally to attack an enemy. (Def 30% down; 50% success: 30 seconds)			
20 S S Breathes lightning horizontally to attack an enemy. (Def 30% down; 50% success: 30 seconds)							

171 Sea Wyvern

Type: Dragon Element: Water
Pact: 45% Residence: Dynasty Ruins



EXP:	104
Gald:	207
Drop 1:	Squid 55%
Drop 2:	Wyvern Wing 5%
Leave:	Orange Gel
Steal:	Octopus 39%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
12	50	C	-	C	0
HP	TP	P.Atk A.Atk P.Def A.Def DEX LUCK			
139/642	64/18	196/59	224/73	177/55	158/52
173/55	80/80				

SKILLS

LVL 1	V5 Free Form
LVL 8	A. DEF Decrease Attack 1

LVL 16	Resist Lightning 1
LVL 30	TP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness

LVL Name	TP	Element
12.	(Base) Poison Breath	24
20.	(Base) Dragon Breath	40
Water 1	Water 1	

LVL Power Hit Effect

12.	A	A	Spits fluid at the enemy to attack. (Poison LVL 2 20%)
20.	S	S	Breathes fluid to attack an enemy.

172 Wyvern Lord

Type: Dragon Element: Lightning
Pact: 30% Residence: Temple of Lightning



EXP:	447
Gald:	895
Drop 1:	Wyvern Scale 35%
Drop 2:	Wyvern Hide 14%
Leave:	Azure Manuscript
Steal:	Giant Scale 14%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
37	100	C	-	C	0
HP	TP	P.Atk A.Atk P.Def A.Def DEX LUCK			

SKILLS

LVL 1	V5 Free Form 2
LVL 8	A. DEF Increase 1

LVL 16	Resist Lightning 1
LVL 30	TP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness

LVL Name	TP	Element
17.	(Base) Enrage	23
20.	(Base) Thunder	30
33.	(Base) Dragon Breath	58

LVL Power Hit Effect

15.	A	A	Raises own Atk to lower enemy's Def. (Def 60% down; 100% success; 30 seconds)
17.	A	A	Shoots lightning vertically to attack the enemy. (Prep Time 60% down; 30% success; 30 seconds)

33.	S	S	Breathes lightning horizontally to attack an enemy.
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173 Vouivre

Type: Dragon Element: Ice
Pact: 30% Residence: Lezareno Building Number Two



EXP:	459
Gald:	917
Drop 1:	Wyvern Wing 15%
Drop 2:	-
Leave:	Paralyze Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	100	C	-	C	0
HP	TP	P.Atk A.Atk P.Def A.Def DEX LUCK			

SKILLS

LVL 1	V5 Free Form 2
LVL 5	Ice element -

LVL 15	Resist Paralysis 1
--------	--------------------

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness

LVL Name	TP	Element
17.	(Base) Front Breath	30
21.	(Base) Enrage	32
33.	(Base) Dragon Breath	58

LVL Power Hit Effect

17.	A	A	Breathes ice vertically to attack the enemy. (Paralyze LVL 3 30%)
21.	-	-	Raises own Atk to lower enemy's Def. (Def 60% down; 100% success; 30 seconds)

33.	S	S	Breathes ice vertically to attack enemies.
-----	---	---	--

174 Ishrantru

Type: Dragon Element: Dark

Pact: - Residence: Gladheim



EXP:	1437
Gald:	2877
Drop 1:	Wyvern Scale 33%
Drop 2:	Wyvern Hide 21%
Leave:	Life Bottle
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
119	100	C	-	C	0
HP	TP	P.Atk A.Atk P.Def A.Def DEX LUCK			

SKILLS

LVL 1	V5 Free Form 3
LVL 3	Dark Element

LVL 15	Resist Light 2
LVL 25	A. ATK Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

LVL Name	TP	Element
8.	(Base) Dark Punish	14
20.	(Base) Enrage	31
33.	(Base) Dragon Breath	58

LVL Power Hit Effect

8.	A	A	Breathes darkness vertically to attack the enemy. (Defense 60% down; 30% success; 90 seconds)
20.	-	-	Raises own Atk to lower enemy's Def. (Def 60% up; 100% success; 30 seconds) (Def 60% down; 100% success: 30 seconds)

33.	C	C	Kicks up wind to attack an enemy.
38.	S	S	Breathes darkness horizontally to attack the enemy.

175 Bakunana

Type: Dragon Element: Light

Pact: - Residence: Gladheim



EXP:	1119
Gald:	2877
Drop 1:	Wyvern Wing 33%
Drop 2:	Philosopher's Stone 21%
Leave:	Blue Lavender 10%
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
86	200	A	-	C	0
HP	TP	P.Atk A.Atk P.Def A.Def DEX LUCK			

SKILLS

LVL 1	V5 Free Form 3
LVL 12	Resist Darkness 3

LVL 21	SP Master 2
LVL 26	A. DEF Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

LVL Name	TP	Element
8.	(Base) Blessed Breath	12
20.	(Base) Enrage	26
33.	(Base) Howling Gale	25

LVL Power Hit Effect

8.	A	A	Breathes light vertically to attack the enemy. (Mv 60% down; 30% success; 90 seconds)
20.	-	-	Raises own Atk to lower enemy's Def. (Mv 60% up; 100% success; 30 seconds) (Mv 60% down; 100% success: 30 seconds)

33.	C	C	Breathes light horizontally to attack the enemy.
38.	S	S	Breathes light horizontally to attack the enemy.

176 Were Dragon

Type: Dragon Element: Fire

Pact: 60% Residence: Camberto Caves



EXP:	182
Gald:	364

177 Elder Dragon

Type: Dragon | Element: Fire
Pact: 45% | Residence: Temple of Earth



EXP:	354
Gald:	708
Drop 1:	Dragon Scale 22%
Drop 2:	Dragon Barb 14%
Leave:	Orange Gel
Steal:	Giant Scale 8%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
41	50	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
12267/514	182/21	64079/	511/65	591/73	442/56
452/54					97/97

SKILLS

LVL 1 VS Free Form 2

LVL 5 A. DEF Increase 1

LVL 9 Resist Sick 2

LVL 20 Resist Water 2

LVL 23 A. ATK Increase 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
15 (Base) Fire Breath	23	Fire 1	
27 (Base) Fire Blast	54	Fire 1	

LVL Power Hit Effect

15 A A Breathes fire to attack the enemy.

27 C C Breathes a string of fireballs down from the sky.

178 Tiamat

Type: Dragon | Element: Ice
Pact: 30% | Residence: Quest: Frozen Crevices (Rank A)



EXP:	477
Gald:	955
Drop 1:	Dragon Fang 19%
Drop 2:	Dragon Horn 9%
Leave:	Miracle Gel
Steal:	Dragon's Wrath 5%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
15837/524	152/14	842/89	500/50	666/73	555/56
618/64					35/35

SKILLS

LVL 1 VS Free Form 2

LVL 15 Life Charge

LVL 20 A. DEF Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
5 (Base) Dreaded Shriek	8		
10 (Base) Frost Breath	13	Ice 1	
30 (Base) Wreak Havoc	39		
45 (Base) Snow Blind	79	Ice 1	

LVL Power Hit Effect

5 Lets out a howl to lower all enemies' Def. (Def 30% down; 50% success; 30 seconds)

10 A A Breathes ice to attack the enemy. (Paralysis Lvl 3 30%)

30 C C Stomps the enemy from above to knock them down.

45 C C Breathes a series of ice balls down from the sky.

179 Blade Rex

Type: Dragon | Element: Fire
Pact: - | Residence: Gladshein



EXP:	477
Gald:	955
Drop 1:	Dragon Barb 2%
Drop 2:	Dragon Horn 17%
Leave:	-
Steal:	Dragon's Wrath 11%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
15837/524	152/14	842/89	500/50	666/73	555/56
618/64					35/35

SKILLS

LVL 8 Critical 3

LVL 13 SP Master 4

LVL 22 Life Drain 2 | P. DEF Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
1 (Base) Dreaded Shriek	1		
18 (Base) Breath of Fire	20	Fire	
31 (Base) Wreck Havoc	35		
44 (Base) Pyro Blast	66	Fire 1	
50 (Base) Overwhelm	56		

LVL Power Hit Effect

1 Lets out a howl to lower the Def. of all enemies. (Def 60% down; 50% success; 30 seconds)

18 A A Breathes fire to attack the enemy.

31 C C Stamp down on the enemy from above.

44 C C Breathes a chain of fireballs from above.

50 Lets out a howl to raise own Atk and Mag. (Atk 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

(Mag 60% up; 100% success; 30 seconds)

180 Shadow Dragon

Type: Dragon | Element: Dark
Pact: 45% | Residence: Quest: Temple of Darkness (Rank A)



EXP:	423
Gald:	847
Drop 1:	Dragon Scale 2%
Drop 2:	Dragon Horn 13%
Leave:	Life Bottle
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	50	C	-	E	5
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
14907/537	210/22	756/79	484/47	600/65	597/61
643/69					83/83

SKILLS

LVL 1 VS Free Form 2

LVL 5 Dark Element

LVL 25 Resist Sleep 2

LVL 30 P. ATK Increase

LVL 42 Resist Light 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25
LVL Name	TP	Element	
15 (Base) Flame Break	23	Fire 0	
45 (Base) Dragon Breath	68	Fire 0	

LVL Power Hit Effect

15 C C Fires a ball of fire from the sky to attack.

45 A A Breathes fire at the enemy.

181 Wyrm

Type: Dragon | Element: Earth
Pact: 45% | Residence: Quest: Temple of Darkness (Rank A)



EXP:	423
Gald:	847
Drop 1:	Dragon Barb 28%
Drop 2:	Dragon Bone 11%
Leave:	Lemon Gel
Steal:	Dragon Scale 34%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	50	C	-	E	5
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
15825/557	202/18	693/74	489/52	653/70	602/66
541/59					38/38

SKILLS

LVL 1 VS Free Form 2

LVL 10 Resist Petrify 2

LVL 25 P. ATK Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
15 (Base) Bludgeon	26	Earth 1	
40 (Base) Dragon Breath	60	Earth 1	

LVL Power Hit Effect

15 C C Raises own Atk while unleashing a shockwave to attack. (Atk 30% up; 100% success; 30 seconds)

40 A A Blows sand at the enemy.

182 Fafnir

Type: Dragon | Element: Ice
Pact: 30% | Residence: Quest: Temple of Darkness (Rank A)



EXP:	477
Gald:	955
Drop 1:	Dragon Horn 16%
Drop 2:	Dragon Skull 1%
Leave:	Specific
Steal:	Dragon Barb 10%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	-	E	5
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
15750/547	210/20	789/84	445/47	608/60	613/61
479/78					78/78

SKILLS

LVL 1 VS Free Form 2

LVL 5 Ice Element

LVL 10 Resist Fire 1 | Required

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
15 (Base) Glacial Ray	20	Ice 1	
20 (Base) Dragon Breath	26	Ice 1	
55 (Base) Howling Fury	84	Ice 1	
79 (Base) Frost Breath	104	Ice 1	

LVL Power Hit Effect

15 C C Breathes a ball of ice from the sky to attack the enemy.

20 A A Breathes ice to attack the enemy.

55 - Paralyzes the enemy. (Paralyze Lvl 4 50%)

79 S B Breathes ice to attack the enemy. (Paralyze Lvl 2 20%)

183 Jormungandr

Type: Dragon	Element: Wind
Pact: 30%	Residence: Gladheim
EXP: 1172	Gald: 2345
Drop 1: Dragon Scale 27%	Drop 2: Dragon Skull 3%
Leave: Treat	Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	E	7	
HP	TP	P. ATK A. ATK	P. DEF A. DEF	DEX LUCK	
54044666	47131	118076 88885	100166	88459 1195771	7575

SKILLS

LVL 5	Wind Element	LVL 32	Glory
LVL 17	Resist Sealed Artes 2	LVL 36	Sealed Artes Attack 3
LVL 20	P. ATK Increase 3		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
1	(Base) Wrecking Ball	1	
12	(Base) Annihilate	-	
28	(Base) Perfidious Deed	49	Water 0
45	(Base) Hissing Masma	59	Wind 1

LVL	Power	Hit	Effect
1	B	C	Changes the enemy heistid to throw them into the air.
12	-	-	Raises own ATK (Atk 90% up; 100% success; 30 seconds)
28	B	C	Breathes poison breath from above to attack the enemy. (Poison Lvl 3.30%)
45	S	A	Releases dark waves to attack enemies in the area. (Multi Lvl 4.40%)

184 Hydra

Type: Dragon	Element: Water
Pact: 30%	Residence: Quest: Camberto Caves (Rank A)
EXP: 477	Gald: 955
Drop 1: Dragon Claw 23%	Drop 2: Dragon Bone 6%
Leave: Recule bottle	Steal: Venom 32%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	E	7	
HP	TP	P. ATK A. ATK	P. DEF A. DEF	DEX LUCK	
12492/676	264/29	64/0/91	751/148	636/71/1	704/49 631/77 66/66

SKILLS

LVL 1	VS Free Form 2	LVL 30	Resist Lightning 1
LVL 5	Water Element	LVL 40	Poison Attack 3
LVL 8	Resist Poison 3	LVL 60	Regenerate 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
10	(Base) Dreaded Shriek	15	
29	(Base) Poison Breath	26	Water 1
50	(Base) Overwhelm	66	

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect
10	-	-	Releases a blow to lower the Def of all enemies. (Def 30% down; 50% success; 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison Lvl 3.30%)
50	-	-	Raises own Ark and Mag (Ark 60% up; 100% success; 30 seconds) (Mag 60% up; 100% success; 30 seconds)

*Targeted enemy's Def is reduced 60%

LVL	Power	Hit	Effect

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189 Cross Bone

Type: Ghost	Element: Ice			
Pact: 30%	Residence: Underground Ruins			
EXP: 97	Gald: 193			
Drop 1: Bone Shards 44%	Drop 2: Sturdy Bone 28%			
Leave: White Manuscript	Steal: -			
LVL 1 MAX LVL: 100	GROWTH: B	FLY: E	MOVE: O	STUN: 0
HP: 8	TP: P. ATK: A. ATK: P. DEF: A. DEF: DEX: LUCK: 3573/466 22/5 196/76 56/23 174/65 28/31 142/52 96/99			
SKILLS				
LVL 1 VS Demon 2	LVL 21 Life Drain			
LVL 17 P. ATK Increase 1	LVL 40 Critical 2			
RESISTANCES (%) & ARTES				
Fire: 50	Water: 0	Wind: +50	Earth: 0	
Lightning: 0	Ice: +25	Light: 0	Darkness: 0	
LVL Name: 20 (Base) Soul Shred	TP: Element	0	26	
33 (Base) Cold Snap	43	Ice 1	-	
LVL Power Hit Effect				
20 A C A	Aains a fury of slices at the enemy.			
33 B C	Launches numerous balls of ice to attack. (Mov 60% down; 30% success: 30 seconds)			

190 Bastiage

Type: Ghost	Element: Dark			
Pact: 30%	Residence: Gladshiel			
EXP: 1158	Gald: 2316			
Drop 1: Rotted Metal 51%	Drop 2: Sturdy Bone 34%			
Leave: -	Steal: Blue Bellbane 17%			
LVL 1 MAX LVL: 200	GROWTH: C	FLY: E	MOVE: O	STUN: 0
HP: 8	TP: P. ATK: A. ATK: P. DEF: A. DEF: DEX: LUCK: 42772/441 246/10 145/37/2 60/29 135/56/8 61/32/2 107/53/3 13/13			
SKILLS				
LVL 1 VS Demon 3	LVL 34 Cast Overlay Attack 3			
LVL 5 Luck Increase 3	LVL 35 Sprint Drain 3			
LVL 14 A. ATK Increase 1	LVL 55 Resurrect			
LVL 20 SP Master 4				
RESISTANCES (%) & ARTES				
Fire: 0	Water: 0	Wind: 0	Earth: 0	
Lightning: 0	Ice: 0	Light: 0	Darkness: 0	
LVL Name: 3 (Magic) Stone Blot	TP: Element	7	Earth 1	
8 (Magic) Aqua Edge		8	Water 1	
10 (Base) Hell Swarm		11	-	
12 (Magic) Ice Needles		10	Ice 1	
18 (Base) Death Grab		14	-	
26 (Base) Slick Lhor		29	Dark 1	
48 (Base) Nocturnal Raid		54	-	
LVL Power Hit Effect				
3 B B	(Prep Time 4s) Brings up clumps of boulder from the earth to attack enemies.			
8 B C	(Prep Time 4s) Launches blades of water at the enemy after a short delay.			
10 A C	Releases flies in the area around itself to attack. (Dex 30% down; 30% success: 60 seconds)			
12 B C	(Prep Time 4s) Brings down clumps of ice from the sky above the enemy.			
18 C C	Strikes the enemy powerfully with both hands to hit them up into the air, then send them crashing back to earth.			
26 B C	Spits fluid at the enemy to attack. (Dex 30% down; 30% success: 90 seconds)			
48 B C	Shoots insects forward to attack the enemy (Dex 30%; 30% success rate: 60 seconds)			

191 Dullahan

Type: Ghost	Element: Ice			
Pact: 60%	Residence: Temple of Darkness			
EXP: 222	Gald: 0			
Drop 1: Broken Armor 23%	Drop 2: -			
Leave: Apple Gel	Steal: -			
LVL 1 MAX LVL: 25	GROWTH: C	FLY: E	MOVE: O	STUN: 0
HP: 8	TP: P. ATK: A. ATK: P. DEF: A. DEF: DEX: LUCK: 28/77/45/1 126/20 418/69 191/30 45/37/2 348/55 414/64 11/11			
SKILLS				
LVL 1 VS Demon 1	LVL 6 P. DEF Increase			
LVL 3 Lure 1	LVL 25 Resist Fire 1			
RESISTANCES (%) & ARTES				
Fire: 50	Water: 0	Wind: +50	Earth: 0	
Lightning: 0	Ice: +25	Light: 0	Darkness: 0	
LVL Name: 10 (Base) Shield Bash	TP: Element	11	-	
15 (Base) Swift Blade		25	-	
LVL Power Hit Effect				
10 C C	Hits the enemy with the shield, sending them into the air before crashing back to the ground.			
15 B C	Slashes twice to attack.			

192 Night Stalker

Type: Ghost	Element: Dark			
Pact: 45%	Residence: Temple of Darkness			
EXP: 324	Gald: 0			
Drop 1: Broken Sword 32%	Drop 2: Anima 14%			
Leave: Lavender	Steal: -			
LVL 1 VS Demon 1	LVL 8 DEX Increase			
LVL 5 Stealth 1	LVL 40 Resist Light 1			
RESISTANCES (%) & ARTES				
Fire: 0	Water: 0	Wind: 0	Earth: 0	
Lightning: 0	Ice: 0	Light: +25	Darkness: 0	
LVL Name: 15 (Base) Swift Blade	TP: Element	23	-	
30 (Base) Sure Strike	45	-	-	
LVL Power Hit Effect				
15 B C	Slashes twice to attack.			
30 B C	Pierces the enemy repeatedly to attack.			

193 Crusader

Type: Ghost	Element: Light			
Pact: 30%	Residence: Gimmungagap			
EXP: 524	Gald: 0			
Drop 1: Broken Armor 61%	Drop 2: -			
Leave: Lemon Gel	Steal: Burial Garb 4%			
LVL 1 VS Demon 2	LVL 50 HP Increase 2			
LVL 5 Critical 1	LVL 60 Add Combo 1			
LVL 40 Resist Darkness 1				
RESISTANCES (%) & ARTES				
Fire: 0	Water: 0	Wind: 0	Earth: 0	
Lightning: 0	Ice: 0	Light: 0	Darkness: 0	
LVL Name: 6 (Base) Shield Bash	TP: Element	7	-	
10 (Base) Side Swipe		9	-	
20 (Base) Swift Blade		26	-	
30 (Base) Sure Strike		39	-	
LVL Power Hit Effect				
8 C C	Hits the enemy with the shield, sending them into the air.			
10 C C	Hits the enemy to send them flying back.			
20 B C	Slashes twice to attack.			
30 B C	Pierces the enemy repeatedly to attack.			

194 Dark Rider

Type: Ghost	Element: Dark			
Pact: 45%	Residence: Gimmungagap			
EXP: 415	Gald: 0			
Drop 1: Broken Armor 36%	Drop 2: Broken Sword 34%			
Leave: Life Bottle	Steal: Carrot 77%			
LVL 1 MAX LVL: 50	GROWTH: C	FLY: E	MOVE: O	STUN: 0
HP: 8	TP: P. ATK: A. ATK: P. DEF: A. DEF: DEX: LUCK: 47/50/4 25/20 84/70 205/25 247/20 408/74 305/25 961/82 606/50 712/59 49/49			
SKILLS				
LVL 1 VS Demon 2	LVL 30 P. ATK Decrease Attack 2			
LVL 5 Resist Sleep 2	LVL 48 P. ATK Increase 2			
LVL 10 Life Drain 1				
RESISTANCES (%) & ARTES				
Fire: 0	Water: 0	Wind: 0	Earth: 0	
Lightning: 0	Ice: 0	Light: +25	Darkness: 0	
LVL Name: 8 (Base) War Charge	TP: Element	8	-	
20 (Base) Back Rush		20	-	
40 (Base) War Cry		70	-	
LVL Power Hit Effect				
8 C C	Hits the enemy with the shield to attack.			
20 C C	Kicks the enemy with back legs.			
40 C C	Raises all allies' Atk and Def (Atk 30%; 100% success: 30 seconds) (Def 30%; 100% success: 30 seconds)			

195 Pale Rider						
Type: Ghost	Element: Ice					
Pact: 30%	Residence: Ginnungagap					
A large, pale horse with dark, jagged markings on its body and head, standing in a dynamic pose.						
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN	
59	100	C	A	A	D	LUCK
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX
1668/9504	319/25	112/101	33/209	766/688	693/59	73/388
SKILLS						
LVL 1	VS Demon 2			LVL 30	P. DEF Increase 2	
LVL 5	Ice Element			LVL 55	Resist Fire 2	
LVL 15	Resist Paralysis 2			LVL 65	Resurrect	
RESISTANCES (%) & ARTES						
Fir	Water	Wind	Earth			
-50	0	+50	0			
Lightning	Ice	Light	Darkness			
0	+25	0	0			
LVL	TP		Element			
10	[Base] Warrior Charge		-			
20	[Base] Back Rush		-			
40	[Base] Mithril Cry		-			
45	[Base] Trample		-			
LVL	Power	Hit	Effect			
10	C	C	Hits the enemy with shield to attack.			
20	C	C	Kicks the enemy with back legs.			
40	-	-	Lowers Mt of all allies. (My 60% down, 100% success; 30 seconds)			
45	C	C	Stomps enemy with front legs to knock them down.			

196 Sword Dancer							
Type: Ghost	Element: Fire						
Pact:		Residence: Gladheim					
							
EXP:	1757	Gald:	0	Drop 1:	Broken Armor 64%	Drop 2:	Broken Sword 56%
Leave:		Steal:	Crimson Manuscript 10%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
135	200	C		E	7		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	
72615/571	353/19	2019/97	62/232	189/0/1	133/0/61	175/384	
SKILLS							
LVL 6 Accelerate			LVL 56 Add Combo 3				
LVL 27 SP Master							
RESISTANCES (%) & ARTES							
Fir	Water	Wind		Earth			
+25	-50	0		0			
Lightning	Ice	Light		Darkness			
0	+50	0		0			
LVL	NAME	TP	Element				
1	[Base] Naked Chimera	1					
10	[Dual] Quad Blade: Suffering	11					
22	[Base] Quad Blade: Solidarity	17					
33	[Base] Quad Blade: Revenge	37					
39	[Base] Quad Blade: Crumble	44					
45	[Base] Quad Blade: Grudge	68		Fire 2			
60	[Base] Quad Blade: Retaliate	45					
LVL	POWER	HIT	Effect				
1	A	B	Body slams the enemy to attack				
1	B	B	Pierces the enemy repeatedly to attack				
22	C	C	Spins to cut down enemies in surrounding area				
33	C	C	Spins to cut down enemies in surrounding area				
39	B	B	Spins to send surrounding enemies flying				
45	A	A	Starts up a storm of fire around enemies in the area				
60	C	C	Charges up energy to attack enemies in surrounding area				

Type: Ghost	Element: Ice				
Pact: 60%	Residence: Underground Ruins				
					
	EXP: 55				
	GaD: 0				
	Drop 1: Blood-stained Rap 39%				
	Drop 2: Old Coin 22%				
	Leave: Apple Gel				
	Steal: -				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
7	25	C	0	D	D
HP	TR	R.A.TK	A.ATK	R.DEE	A.DEE
796/345	59/23	84/36	159/109	108/45	156/68
					96/40
					16/16
SKILLS					
LVL 1	VS Demon 1	LVL 25		Resist Fire 1	
LVL 15	A. ATK Increase 1				
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
50	0	+50	0		
Lightning	Ice	Light	Darkness		
0	+25	0	0		
LVL	Name	TP	Element		
8	(Base) Provoke	9	-		
13	(Base) Headstone	15	-		
LVL	Power	Hit	Effect		
8	Strikes the enemy with its tentacles, dealing 80% damage to all enemies but decreases their Def. (Atk 200% up, 100% success rate, 30 seconds)				
13	C	C	Strikes the enemy with its antenna to knock them down.		

198 Haunt			
Type: Ghost	Element: Dark		
Pact: 45%	Residence: Quest: Frozen Crevices (Rank A)		
			
LVL	MAX LVL	GROWTH	FLY
45	50	C	0
HP	TD	P ATK	A ATK
4118/345	348/28	40736	877/79
PD	DEF	P DEF	A DEF
52/445	731/63	363/30	28/28
STUN	DEX	LUCK	
SKILLS			
LVL 1	VS Demon 1		
LVL 15	Sprint Drain 1		
LVL 20	Speed Decrease Attack 1		
LVL 50	TP Increase 2		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25
LVL	Name	TP	Element
10	[Base] Prowse	10	
30	[Base] Cusped Sphere	45	Dark 1
LVL	Power	Hit	Effect
10			Raises all of an enemies and lowers their Def. (P. ATK increase 30%, 100% success, 30 seconds) (Lower Def 30%, 100% success, 30 seconds)
30	C	S	Spins balls of darkness at the enemy to attack. (Myt. 60% down, 30% success, 30 seconds)

199 Banshee					
Type: Ghost	Element: Ice				
Pact: 30%	Residence: Quest: Sandy Wind Cave (Rank A)				
					
EXP:	592				
Gold:	0				
Drop 1:	Ash 21%				
Drop 2:	Burial Garb 8%				
Leave:	Chamomile				
Steal:	-				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	100	C	0	D	LUCK
NP	TP	P. ATK	A. ATK	P. DEF	A. DEF
13176/355	264/19	4.16/36	77/699	62/155	794/68
SKILLS					
LVL 1	VS Demon 2	LVL 50	A. ATK Increase?		
LVL 5	Ice Element	LVL 60	Item Finder 2		
LVL 40	Resist Fire				
RESISTANCES (%) & ARTES					
Fire	Water	Wind	Earth		
-50	0	+50	0		
Lightning	Ice	Light	Darkness		
0	+25	0	0		
LVL	NAME	TP	Element		
8	(Base) Provoke	7			
10	(Base) Headstart	9			
20	(Base) Walllop	18			
30	(Base) Alarm	39			Ice 1
LVL	Power	Hit	Effect		
8			Raises Atk and lowers Def of all enemies. (Atk 30% up, 100% success: 30 seconds). (Def 30% down, 100% success: 30 seconds)		
10	C	C	Strikes enemys with its head to knock them down.		
20	B	C	Lifts up the enemy then flies behind them to knock them down.		
30	A	B	Lets out a piercing cry to attack enemies in the surrounding area. (Pierce 50% down, 20% success: 30 seconds)		

200 Phantom		Type: Ghost	Element: Dark				
Pact: 45%		Residence: Isella Human Ranch					
							
EXP:	121	Gald:	0				
Drop 1:	Asl 18%	Drop 2:	Anim 11%				
Leave:	Wick Bottle	Steal:	-				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
14	50	C	E	E	0		
T4	TP	PATK	A-ATK	P.DEF	A-DEF	DEX	LUC
1556437	10630	14540	27077	163446	255771	17849	19179
SKILLS				LVL 15 LVLC Decrease Attack 1			
LVL 1	VS Demon 1			LVL 15	LVLC Decrease Attack 1		
LVL 5	Stealth 1			LVL 40	Resist Light 1		
RESISTANCES (%) & ARTES							
Fire	Water			Wind	Earth		
0	0			0	0		
Lightning	Ice			Light	Darkness		
0	0			25	+25		
LVN NAME	IP			Element			
8	(Base) Ghost Fire			12	Fire 0		
20	(Base) Shock Kick			45	Dark 1		
LVN	Power	Hit	Effect				
8	B	A	Launches balls of fire in the area around itself to attack (Dice 30% down, 30% success, 30 seconds)				
30	B	B	Spits fire to attack the enemy (Dice 60% down, 30% success, 30 seconds)				

201 Wraith

Type: Ghost	Element: Dark
Pact: 30%	Residence: Isolla Human Ranch
	
EXP: 181	
Gald: 0	
Drop 1: Ash 22%	
Drop 2: Animus 13%	
Leave: Virus Bottle	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
15	100	C	E	0	0
HP	TP	P. ATK A. ATK P. DEF A. DEF DEX LUCK			
5019/4371	130/35	146/40	326/87	171/46	245/66

SKILLS

LVL 1 VS Demon 2

LVL 35 Resist Sleep 1

LVL 40 P. DEF Increase 2

LVL 45 Paralyze Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25
LVL Name	TP	Element	
10 (Base) Tomb Fire	13	Ice 0	
15 (Base) Death Grap	13		
25 (Base) Hes	33	Dark 1	

LVL Power Hit Effect

10 B A Summons fireballs in the area around itself (Paralyze (Lv 220%))

15 C C Strikes the enemy powerfully with both hands to hit them up into the air then send them crashing back to earth.

25 B B Spots fluid at the enemy to attack (Paralyze (Lv 220%))

204 Ravenous

Type: Ghost	Element: Dark
Pact:	Residence: Gladheim
	
EXP: 1184	
Gald: 2369	
Drop 1: Burial Garb 22%	
Drop 2:	
Leave:	
Steal: Bible "Spirit Gather" 13%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
91	200	A	-	D	0
HP	TP	P. ATK A. ATK P. DEF A. DEF DEX LUCK			

SKILLS

LVL 6 SP Master

LVL 22 A. ATK Increase 3

LVL 40 Item Finder 3

LVL 45 A. DEF Decrease Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25
LVL Name	TP	Element	
1 (Magic) Stone Blast	7	Earth 1	
3 (Magic) Aqua Edge	8	Water 1	
8 (Base) Mind Burst	9		
12 (Magic) Ice Needles	10	Water 1	
17 (Magic) Stone Blast	20	Earth 1	
20 (Magic) Splash	22	Water 1	
23 (Magic) Icicle Rain	30	Ice 1	
25 (Base) Spin Crusher	28		
28 (Magic) Negative Gate	32	Dark 1	
32 (Base) Dark Ritual	48	Dark 2	
34 (Magic) Bloody Howling	55	Dark 2	
38 (Base) Full Swing	29		

LVL Power Hit Effect

1 B B (Prep Time 4s) Causes shards of rock to rise from the ground and attack the enemy.

3 C C (Prep Time 4s) Sends shards of water flying at the enemy.

8 B A (Prep Time 4s) Stab forward to attack the enemy.

12 C C (Prep Time 4s) Calls shards of ice from the sky above the enemy.

17 B C (Prep Time 6s) Call up rocks from beneath the enemy.

20 B C (Prep Time 6s) Calls down jets of water to knock the enemy to the ground.

23 B A (Prep Time 6s) Call sharp shards of ice down on a wide area.

23 C B (Prep Time 6s) Tosses off the side to attack enemies in the area.

28 B B (Prep Time 6s) Summon an otherwise idle gate to draw in an enemy and seal their actions.

32 A A (Prep Time 8s) Summons a swarm of darkness in the surrounding area to attack.

34 A A (Prep Time 8s) Cries out a curse to draw in an enemy.

38 B C Swings staff forcefully to knock an enemy down.

205 Clay Golem

Type: Magical Being	Element: Earth
Pact: 60%	Residence: Underground Ruins
	
EXP: 63	
Gald: 0	
Drop 1: Pebble 43%	
Drop 2: Grey Manuscript 18%	
Leave: Apple Gel	
Steal: Oni 53%	

SKILLS

LVL 1 VS Ghost 1

LVL 8 A. DEF Increase 1

LVL 25 Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
13 (Base) Smash	15		
20 (Base) Glam Slam	25	Earth 1	

LVL Power Hit Effect

33 C C Attacks the enemy with both fists. (Def 30% down: 30% success: 30 seconds)

35 C C Jumps into the air and slams down to release a shockwave.

202 Undertaker

Type: Ghost	Element: Dark
Pact: 45%	Residence: Temple of Darkness
	
EXP: 242	
Gald: 484	
Drop 1: Blood-stained Rag 43%	
Drop 2: Large Fumer Bone 17%	
Leave: Life Bottle	
Steal: Old Coin 27%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
28	50	C	0	C	0
HP	TP	P. ATK A. ATK P. DEF A. DEF DEX LUCK			

SKILLS

LVL 1 VS Demon 2

LVL 5 A. DEF Increase 1

LVL 35 Resist Light 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25
LVL Name	TP	Element	
10 (Base) Dark Sphere	10	Dark 1	
20 (Magic) Negative Gate	32	Dark 1	
30 (Magic) Scare Shot	12	Dark 1	
40 (Base) Black Ward	60	Dark 1	
47 (Base) Death Cloud	94	Dark 1	

LVL Power Hit Effect

10 C C Launches balls of darkness at the enemy, and restores 3% of the damage dealt as TP.

(Prep Time 6s) Draws the enemy into a negative dimension, where they cannot take actions.

20 C C (Prep Time 6s) Lowers enemy's Def. (Lowers Def 30%, 100% success: 30 seconds)

Raises own Mag and Res. (Mag 60% up, 100% success: 30 seconds) (Res 60% up, 100% success: 30 seconds)

30 C C Calls a magical field in the area around the enemy to attack them.

40 C C (Prep Time 8s) Advanced magic that calls upon power hidden in the earth.

47 B B Splits the earth directly beneath an enemy to attack.

203 Grave Digger

Type: Ghost	Element: Earth
Pact: 30%	Residence: Quest: Volcanic Caves (Rank A)
	
EXP: 466	
Gald: 955	
Drop 1: Sturdy Bone 30%	
Drop 2: Burial Garb 7%	
Leave: Stone Bottle	
Steal: Old Coin 42%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	50	C	0	0	0
HP	TP	P. ATK A. ATK P. DEF A. DEF DEX LUCK			

SKILLS

LVL 1 VS Demon 2

LVL 15 Critical 1

LVL 25 Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
12 (Base) Smash	12		
20 (Base) Battle Rumpart	20		

LVL Power Hit Effect

12 C C Attack the enemy with both fists. (Def 30% down, 30% success: 30 seconds)

20 C C Raises own defense. (Def 30% up, 100% success: 30 seconds)

207 Rock Golem

Type: Magical Being

Element: Fire

Contract: 45%

Residence: Triet Ruins



EXP:	190
Gald:	0
Drop 1:	Golem Fragment 31%
Drop 2:	Pure Sap 17%
Leave:	Vervain
Steal:	Pebble 67%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
17	50	C	E	0	
HP	TP	P.Atk	A.Atk	P.Def	A.Def
6072/487	409 ²	260/66	147/35	314/75	320/76

SKILLS

LVL 1 VS Ghost 2

LVL 20 HP Increase 1

LVL 15 Resist Stick 1

LVL 38 Resist Water 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness

LVL Name

TP

Element

17 [Base] Grand Slam

26

Earth0

22 [Base] Power Armor

22

-

LVL Power Hit Effect

17 C C Jumps up and slams back to earth, unleashing a force wave that sends the enemy flying.
Raises enemy's P.Atk (P.Atk 30% up; 100% success: 30 seconds)

22 -

Raises enemy's P.Atk (P.Atk 30% up; 100% success: 30 seconds)

LVL 20 Power Hit Effect

17 C C Jumps up and slams back to earth, unleashing a force wave that sends the enemy flying.

Raises enemy's P.Atk (P.Atk 30% up; 100% success: 30 seconds)

LVL 38 Power Hit Effect

17 C C Jumps up and slams back to earth, unleashing a force wave that sends the enemy flying.

Raises enemy's P.Atk (P.Atk 30% up; 100% success: 30 seconds)

210 Ice Titan

Type: Magical Being

Element: Ice

Contract:

Residence: Gladsheim



EXP:	1054
Gald:	0
Drop 1:	Golem Fragment 41%
Drop 2:	Raw Iron 8%
Leave:	Blue Sage 15%
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
81	200	C	-	E	0
HP	TP	P.Atk	A.Atk	P.Def	A.Def
34365/527	30518	1178/78	5794/1	1169/79	1093/78

SKILLS

LVL 1 Glory

LVL 25 Critical 1

LVL 5 Resist Paralysis 2

LVL 30 Lure 2

LVL 9 Paralysis Attack 2

LVL 36 A.Def Increase 3

LVL 20 SP Master 4

LVL 45 Resist Earth 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness

LVL Name

TP

Element

14 [Base] Smash

11

-

15 [Base] Gland Slam

17

Earth0

21 [Base] Dog Pile

24

-

26 [Base] Extra Arms

29

-

LVL Power Hit Effect

14 C C Attack the enemy with both fists.
(Def 30% down; 30% success: 60 seconds)

15 C C Jumps up and then slams back to earth to unleash a force wave.

21 C B Launches a series of blows against the enemy.

26 - Raises own Atk and Def. (Atk 30% up; 100% success: 60 seconds) (Def 60% up; 100% success: 60 seconds)

LVL 25 Power Hit Effect

14 C C Attack the enemy with both fists.
(Def 30% down; 30% success: 60 seconds)

15 C C Jumps up and then slams back to earth to unleash a force wave.

21 C B Launches a series of blows against the enemy.

26 - Raises own Atk and Def. (Atk 30% up; 100% success: 60 seconds) (Def 60% up; 100% success: 60 seconds)

LVL 45 Power Hit Effect

14 C C Attack the enemy with both fists.
(Def 30% down; 30% success: 60 seconds)

15 C C Jumps up and then slams back to earth to unleash a force wave.

21 C B Launches a series of blows against the enemy.

26 - Raises own Atk and Def. (Atk 30% up; 100% success: 60 seconds) (Def 60% up; 100% success: 60 seconds)

208 Mythril Golem

Type: Magical Being

Element: Lightning

Contract: 45%

Residence: Cape Fortress



EXP:	309
Gald:	0
Drop 1:	Golem Fragment 26%
Drop 2:	Mythril 2%
Leave:	Pineapple Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
33	100	C	-	E	0
HP	TP	P.Atk	A.Atk	P.Def	A.Def
355/527	146/18	453/73	310/46	493/74	531/81

SKILLS

LVL 1 VS Ghost 1

LVL 33 Relax 1

LVL 20 Resist Increase 2

LVL 38 Resist Earth 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness

LVL Name

TP

Element

17 [Base] Crumble

15

-

21 [Base] Dog Pile

28

-

LVL Power Hit Effect

17 C C Attack the enemy with both fists.
(Def 30% down; 30% success: 30 seconds)

21 C B Launches a series of blows against the enemy.

26 B C Raises own Atk and Def. (Atk 30% up; 100% success: 30 seconds) (Def 60% up; 100% success: 30 seconds)

LVL 33 Power Hit Effect

17 C C Attack the enemy with both fists.
(Def 30% down; 30% success: 30 seconds)

21 C B Launches a series of blows against the enemy.

26 B C Raises own Atk and Def. (Atk 30% up; 100% success: 30 seconds) (Def 60% up; 100% success: 30 seconds)

LVL 38 Power Hit Effect

17 C C Attack the enemy with both fists.
(Def 30% down; 30% success: 30 seconds)

21 C B Launches a series of blows against the enemy.

26 B C Raises own Atk and Def. (Atk 30% up; 100% success: 30 seconds) (Def 60% up; 100% success: 30 seconds)

209 Talos

Type: Magical Being

Element: Lightning

Contract: 45%

Residence: Cape Fortress



EXP:	411
Gald:	0
Drop 1:	Golem Fragment 37%
Drop 2:	Damascus 12%
Leave:	Lemon Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
34	100	C	-	E	0
HP	TP	P.Atk	A.Atk	P.Def	A.Def
1091/527	118/14	506/78	303/41	586/89	511/76

SKILLS

LVL 1 VS Ghost 2

LVL 40 Resist Earth 2

LVL 35 P.Def Increase 2

LVL 45 P.Atk Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness

LVL Name

TP

Element

15 [Base] Smashing Wall

8

-

15 [Base] Heart Seeker

25

-

20 [Base] Death Stroke

34

-

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

15 B C All three blades pierce the enemy repeatedly from the side.

20 B C All three blades pierce the enemy from the side.

20 B C All three blades pierce the enemy at full strength.
(Mv: 60% down; 30% success: 30 seconds)

23 B C All three weapons slam into the enemy from overhead.
(Def 30% down; 30% success: 30 seconds)

LVL Power Hit Effect

213 Machina

Type: Magical Being	Element: Lightning
Pact: 45%	Residence: Temple of Lightning
	
EXP: 294	Gald: 0
Drop 1: Weapon Fragment 36%	Drop 2: Pure Sap 36%
Leave: Dinei Bottle	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
34 50	C 0 D 0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	3211/417 148/19 652/89 529/70 295/40 311/41 417/58 2/2
SKILLS	
LVL 1 VS Ghost 1	LVL 21 P.ATK Decrease Attack 1
LVL 20 Resist Shock 2	LVL 48 Sky Combo 1
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 +50 0 -50	
Lightning Ice Light Darkness	
+25 0 0 0	
LVL Name TP Element	
17 [Base] Keen Edge	17
37 [Base] Vortal Blade	56
LVL Power Hit Effect	
17 -	Raises own Dex. (Dec 30% up; 100% success: 60 seconds)
37 A A	Unleashes a flurry of slices at the enemy.

214 Mournblade

Type: Magical Being	Element: Dark
Pact: 30%	Residence: Temple of Lightning
	
EXP: 423	Gald: 0
Drop 1: Weapon Fragment 24%	Drop 2: Damascus 10%
Leave: Dragon's Blood	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
35 100	C 0 D 0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	9486/417 161/19 731/99 547/70 315/40 272/36 435/53 6/6
SKILLS	
LVL 1 VS Ghost 2	LVL 35 HP Increase 2
LVL 10 Life Drain 1	LVL 45 Resist Light 1
LVL 15 Sprint Drain 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 25 25	
LVL Name TP Element	
25 [Base] Mystic Might	22
40 [Base] Vortal Thrust	53
LVL Power Hit Effect	
25 -	Raises own P.ATK (Raises Alik 30%; 100% success: 60 seconds)
40 A A	Unleashes multiple thrusts into the enemy.

215 Made in Heaven

Type: Magical Being	Element: Light
Pact: -	Residence: Gladheim
	
EXP: 1027	Gald: 0
Drop 1: Weapon Fragment 42%	Drop 2: Electrum 15%
Leave: -	Steal: Blue Lavender 12%
LVL MAX LVL	GROWTH FLY MOVE STUN
85 100	C 0 D 0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	3276/417 341/19 1528/94 113/65 8866/50 6827/36 849/53 1/1
SKILLS	
LVL 1 Accelerate	LVL 12 P. DEF Decrease Attack 1
LVL 3 Ice Element	LVL 30 SP Master 1
LVL 5 Fire Element	LVL 60 Sky Combo 2
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 0 0	
Lightning Ice Light Darkness	
0 0 +25 +25	
LVL Name TP Element	
17 [Base] Vortal Wheel	22
24 [Base] Hesrom	32
40 [Base] Vortal Thrust	53
50 [Base] Vortal Blade	66
LVL Power Hit Effect	
17 B B	Spins its body to attack enemies in the area.
24 -	Raise own P.ATK and A.ATK (Raise P.ATK 30%; 100% success: 30 seconds)
40 A A	Unleashes multiple thrusts into the enemy.
50 A A	Unleashes a flurry of slices at the enemy.

216 Automaton

Type: Magical Being	Element: Earth
Pact: 60%	Residence: Triet Ruins
	
EXP: 135	Gald: 0
Drop 1: Pebble 65%	Drop 2: Pure Silver 1%
Leave: Apple Gel	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
17 25	C E E 0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	2082/559 102/22 262/71 266/68 286/75 259/72 125/31 14/14
SKILLS	
LVL 1 VS Ghost 1	LVL 25 Resist Wind 1
LVL 15 Regenerate 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 -50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
7 [Base] Smith	8
8 [Base] Savage Twister	14
13 [Base] Demolish	22
20 [Base] Rampage	34
LVL Power Hit Effect	
7 C C	Uses full power to knock the enemy down.
8 C C	Holds both arms out to the side and spins to attack surrounding enemies.
13 B B	Shakes spints from its body to attack the enemy.
20 B B	Strikes the enemy repeatedly to attack.

217 Colossus

Type: Magical Being	Element: Earth
Pact: 60%	Residence: Temple of Darkness
	
EXP: 242	Gald: 0
Drop 1: Stone Block 33%	Drop 2: Statue Fragment 29%
Leave: Life Bottle	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
28 50	C E E 0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	3210/569 129/20 456/81 363/63 421/75 389/67 191/31 99/99
SKILLS	
LVL 1 VS Ghost 1	LVL 16 P.ATK Increase 1
LVL 8 Resist Petrify 2	LVL 30 P. DEF Decrease Attack 2
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 0 -50 +25	
Lightning Ice Light Darkness	
+50 0 0 0	
LVL Name TP Element	
12 [Base] Tectonic Break	12
20 [Base] Rollin' Rock	20
LVL Power Hit Effect	
12 C C	Strikes the enemy to knock him down.
20 C C	Throws a rock at close range to knock an enemy down.

218 Goliath

Type: Magical Being	Element: Lightning
Pact: 30%	Residence: Temple of Lightning
	
EXP: 337	Gald: 0
Drop 1: Statue Fragment 32%	Drop 2: Quality Stone 2%
Leave: Lemon Gel	Steal: -
LVL MAX LVL	GROWTH FLY MOVE STUN
36 100	C E 0
HP TP P.ATK A.ATK P.DEF A.DEF DEX LUCK	11742/559 199/22 491/711 450/63 531/75 493/67 293/41 2/2
SKILLS	
LVL 1 VS Ghost 1	LVL 40 Resist Earth 1
LVL 10 Lightning Element	LVL 45 P. DEF Increase 2
LVL 25 Add Combo 1	
RESISTANCES (%) & ARTES	
Fire Water Wind Earth	
0 +50 0 -50	
Lightning Ice Light Darkness	
+25 0 0 0	
LVL Name TP Element	
15 [Base] Rollin' Rock	13
35 [Base] Fling	31
LVL Power Hit Effect	
15 C C	Throws a rock at close range to knock the enemy down.
35 C C	Throws a rock at long range to attack.

219 Gargoyle

Type: Magical Being | Element: Wind
Pact: 45% | Residence: Cape Fortress



EXP:	268
Gald:	0
Drop 1:	Status Fragment 27%
Drop 2:	Pure Silver 4%
Leave:	Orange Gel
Steal:	Cheese 37%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
31	50	C	-	D	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
3064/397	94/10	452/59	456/60	341/44	356/47
				411/51	65/65

SKILLS

LVL 1	VS Ghost 2	LVL 22	Resist Ice 1	
LVL 15	Item Finder 2	LVL 38	DEK Increase 2	
RESISTANCES (%) & ARTES				
	Fire	Water	Wind	Earth
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	
LVL	Name	TP	Element	
17	(Base) Heat Ray	26	Fire 0	
20	(Base) Accelerate	20	Wind 1	
LVL	Power Hit Effect			
17	C C	Launches a fireball at an enemy.		
20	- -	Raises own Movement speed. (Movement speed 60% up; 100% success; 30 seconds)		

220 Epitaph

Type: Magical Being | Element: Lightning
Pact: | Residence: Gladsheim



EXP:	281
Gald:	1404
Drop 1:	Mimic Fragment 32%
Drop 2:	Electrum 5%
Leave:	Miracle Gel
Steal:	Strawberry 39%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
96	100	C	-	D	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
44664/397	259/10	1164/54	1356/65	851/19	1154/52
				1058/51	63/63

SKILLS

LVL 1	VS Ghost 2	LVL 30	Resist Light 1	
LVL 5	Resist Sleep 2	LVL 55	PDEF Increase 2	
LVL 25	Relax 1			
RESISTANCES (%) & ARTES				
	Fire	Water	Wind	Earth
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	
LVL	Name	TP	Element	
15	(Base) Crush	13		
45	(Base) Black Vice	79	Dark 1	
LVL	Power Hit Effect			
15	C C	Strikes with both hands to send the enemy up into the air and before crashing down to earth.		
45	B B	Calls up a dark dimension in the surrounding area to attack nearby enemies.		

221 Mimic

Type: Magical Being | Element: Fire
Pact: 60% | Residence: Cape Fortress



EXP:	253
Gald:	1267
Drop 1:	Lumber 31%
Drop 2:	Mimic Fragment 20%
Leave:	Poison Bottle
Steal:	Old Coin 13%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
32	25	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2867/408	143/19	529/77	279/42	545/83	354/48
				353/50	74/74

SKILLS

LVL 1	VS Ghost 1	LVL 10	P. ATK Increase 1	
LVL 30	P. DEF Increase 1	LVL 25	Resist Water 1	
RESISTANCES (%) & ARTES				
	Fire	Water	Wind	Earth
0	+25	50	0	0
Lightning	Ice	Light	Darkness	
0	-50	0	0	
LVL	Name	TP	Element	
5	(Base) Ember Shot	10	Fire 1	
15	(Base) Fortify	17		
LVL	Power Hit Effect			
6	B C	Shoots a fireball at the enemy.		
15	- -	Raises own P. DEF (P. DEF 30% up; 100% success; 90 seconds).		

222 Pandora

Type: Magical Being | Element: Dark
Pact: | Residence: Temple of Darkness



EXP:	281
Gald:	1404
Drop 1:	Mimic Fragment 32%
Drop 2:	Electrum 5%
Leave:	Miracle Gel
Steal:	Strawberry 39%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
30	100	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2774/408	177/24	484/77	343/52	519/83	306/43
				294/40	39/39

SKILLS

LVL 1	VS Ghost 2	LVL 30	Resist Light 1	
LVL 5	Resist Sleep 2	LVL 55	PDEF Increase 2	
LVL 25	Relax 1			
RESISTANCES (%) & ARTES				
	Fire	Water	Wind	Earth
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	
LVL	Name	TP	Element	
15	(Base) Crush	13		
45	(Base) Black Vice	79	Dark 1	
LVL	Power Hit Effect			
15	C C	Strikes with both hands to send the enemy up into the air and before crashing down to earth.		
45	B B	Calls up a dark dimension in the surrounding area to attack nearby enemies.		

223 Shape Shifter

Type: Magical Being | Element: Lightning
Pact: 45% | Residence: Ginnungagap



EXP:	432
Gald:	2160
Drop 1:	Mimic Fragment 28%
Drop 2:	Pure Silver 2%
Leave:	Treat
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	50	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
343/408	211/19	763/72	379/37	871/183	543/48
				654/60	87/87

SKILLS

LVL 1	VS Ghost 2	LVL 20	EXP Plus 1	
LVL 5	Resist Shock 2	LVL 30	Resist Earth 1	
LVL 10	Lightning Effect	LVL 40	HP Increase 2	
RESISTANCES (%) & ARTES				
	Fire	Water	Wind	Earth
0	+50	0	-50	
Lightning	Ice	Light	Darkness	
0	-25	0	0	
LVL	Name	TP	Element	
15	(Base) Crush	15		
30	(Base) Dogpile	45		
40	(Base) Celestial Sword	80	Lightning 1	
LVL	Power Hit Effect			
15	C C	Strikes with both hands to send the enemy up into the air and down to earth.		
30	B B	Launches a series of blows against the enemy.		
40	B B	Calls down an electrified sword from the sky.		

224 Jaw Breaker

Type: Magical Being | Element: Wind
Pact: | Residence: Gladsheim



EXP:	1184
Gald:	5924
Drop 1:	Mimic Fragment 38%
Drop 2:	Philosopher's Stone 7%
Leave:	-
Steal:	Pebble 70%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
98	100	C	-	E	3
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
4216/418	36/17	1604/87	771/37	1601/83	89/83
				89/85	85/85

SKILLS

LVL 1	VS Ghost 3	LVL 40	Critical 2	
LVL 5	Resist Shock 3	LVL 45	P. DEF Increase 3	
LVL 10	Shock Attack 3	LVL 50	P. DEF Increase 3	
LVL 25	SP Master 4			
RESISTANCES (%) & ARTES				
	Fire	Water	Wind	Earth
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	
LVL	Name	TP	Element	
12	(Base) Fortify	11		
20	(Base) Crush	18		
30	(Base) Dogpile	39		
42	(Base) Dragon Storm	74	Wind 2	
LVL	Power Hit Effect			
12	- -	Raises own P. DEF (P. DEF 30% up; 100% success; 90 seconds).		
20	C C	Strikes with both hands to send the enemy up into the air before crashing down to earth.		
30	B B	Launches a series of blows against the enemy.		
42	A A	Calls up a tornado in own area to attack.		

225 Igniter

Type: Magical Being	Element: Fire		
Pact: 30%	Residence: Cape Fortress		
			
EXP: 468	Gald: 0		
Drop 1: Elemental Fragment 14%	Drop 2: Animus 5%		
Leave: Miracle Gel	Steal: -		
LVL MAX LVL	GROWTH FLY MOVE STUN		
50 100	C 0 D 5		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
12234/461	262/26 709/82 703/81 595/70 657/81 599/68 27/27		
SKILLS			
LVL 1 VS Ghost 2	LVL 22 Life Charge		
LVL 3 A. ATK Increase 1	LVL 38 Regenerate 1		
LVL 5 Fire Element	LVL 55 Resist Water 5%		
LVL 10 Resist SICK 2	LVL 65 P.ATK Increase 3		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
5 (Magic) Fire Ball	7	Fire 1	
15 (Base) Fire Whip	20	Fire 1	
15 (Magic) Sharpness	12	Fire 1	
17 (Base) Burning Cloak	15	Fire 1	
20 (Base) Flame Jet	26	Fire 1	
20 (Magic) Eruption	24	Fire 1	
30 (Base) Lava Runner	39	Fire 1	
40 (Magic) Explode	55	Fire 2	
45 (Base) Magma Vein	79	Fire 1	
LVL Power Hit Effect			
5 B C (Prep Time: 4s) Launches a series of fireballs at the enemy.			
15 B B Spins sideways to body slam the enemy.			
15 - - (Prep Time: 6s) Raises the P.ATK of one ally. (P.ATK 30% up; 90 seconds)			
17 - - Raises own P.ATK 30% up; 100% success: 90 seconds)			
20 A B Spins vertically to body slam the enemy.			
20 B B (Prep Time: 6s) Causes flames to explode within a set area to attack.			
30 B B Body slams the enemy.			
40 A C (Prep Time: 8s) Causes a huge explosion in the area around the enemy.			
45 B B Causes lava to erupt in the area around itself.			

226 Muzzler

Type: Magical Being	Element: Ice		
Pact: 30%	Residence: Ginnungagap		
			
EXP: 468	Gald: 0		
Drop 1: Elemental Fragment 14%	Drop 2: Animus 5%		
Leave: Miracle Gel	Steal: -		
LVL MAX LVL	GROWTH FLY MOVE STUN		
50 100	C 0 D 5		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
12048/461	214/26 651/76 654/76 651/75 704/81 597/73 50/50		
SKILLS			
LVL 1 VS Ghost 2	LVL 22 Mental Change		
LVL 3 Raise Mag	LVL 38 Relax		
LVL 5 Ice Element	LVL 55 Resist Fire		
LVL 10 Resist Paralyze	LVL 65 Raise Mag 3		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
5 (Magic) Ice Needle	10	Ice 1	
15 (Base) Snow Devil	20	Ice 1	
15 (Magic) Spell Enhance	15	Ice 1	
17 (Base) Icy Prison	15	Ice 1	
20 (Base) Frost Ring	26	Ice 1	
20 (Magic) Icicle Rain	30	Ice 1	
30 (Base) Ice Fall	39	Ice 1	
40 (Magic) Absolute	46	Ice 2	
45 (Base) Ice Storm	79	Ice 1	
LVL Power Hit Effect			
5 B C (Prep Time: 4s) Calls lumps of ice down from the sky above the enemy.			
15 A B Rotates horizontally to body slam the enemy.			
15 - - (Prep Time: 6s) Raises P.ATK of one ally. (P.ATK 30% up; 90 seconds)			
17 - - Raises own P.ATK 30% up; 100% success: 90 seconds)			
20 A B Spins vertically to body slam the enemy.			
20 B A Rotates vertically to body slam the enemy.			
30 B B (Prep Time: 6s) Calls down sharp shards of ice onto a wide area.			
40 A B Body slams the enemy.			
45 C B (Prep Time: 8s) Freezes the enemy at absolute zero.			
45 C B Calls down ice from the sky above.			

227 Enforcer

Type: Magical Being	Element: Earth		
Pact: 30%	Residence: Ginnungagap		
			
EXP: 468	Gald: 0		
Drop 1: Elemental Fragment 14%	Drop 2: Animus 5%		
Leave: Miracle Gel	Steal: -		
LVL MAX LVL	GROWTH FLY MOVE STUN		
50 100	C - E 5		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
12874/481	230/22 606/72 672/81 729/80 717/86 555/63 23/23		
SKILLS			
LVL 1 VS Ghost 2	LVL 22 Life Charge		
LVL 3 Raise Mag	LVL 38 Regenerate		
LVL 5 Earth Element	LVL 55 Resist Wind		
LVL 10 Resist Petrify	LVL 65 P. DEF Increase 3		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
5 (Magic) Stone Blast	7	Earth 1	
15 (Base) Bulwark	13	Earth 1	
15 (Magic) Barrier	6	Earth 1	
17 (Base) Hammer Fist	22	-	
20 (Base) Tectonic Break	18	-	
20 (Magic) Rock Break	20	Earth 1	
30 (Base) Sand Stone	39	Earth 1	
40 (Magic) Grand Dasher	46	Earth 2	
45 (Base) Reverse	39	-	
LVL Power Hit Effect			
5 B B (Prep Time: 4s) Calls up rocks from the earth to attack enemies.			
15 - - Raises own Def. (Def 60% up; 100% success: 30 seconds)			
15 - - (Prep Time: 6s) Raises one ally's Def. (Def 30% up; 100% success: 90 seconds)			
17 C C Hits the enemy twice.			
20 C C Knocks down the enemy.			
20 B C (Prep Time: 6s) Calls rocks under the enemy's feet to attack.			
30 B B Call's a hand of rocks to attack the enemy.			
40 A B (Prep Time: 8s) Advanced magic that calls upon the hidden power of the earth.			
45 C C Lifts its opponent, then throws them behind.			

228 Liberator

Type: Magical Being	Element: Light		
Pact: 30%	Residence: Ginnungagap		
			
EXP: 468	Gald: 0		
Drop 1: Elemental Fragment 14%	Drop 2: Animus 5%		
Leave: Miracle Gel	Steal: -		
LVL MAX LVL	GROWTH FLY MOVE STUN		
50 100	C E S		
HP TP	P.ATK A.ATK P.DEF A.DEF DEX LUCK		
12564/471	214/24 722/82 663/76 603/70 715/81 667/73 71/71		
SKILLS			
LVL 1 VS Ghost 2	LVL 10 Resist Weak		
LVL 4 Light Element	LVL 25 Regenerate 2		
LVL 6 Raise Mag	LVL 55 Resist Dark		
LVL 8 Life Charge	LVL 65 HP Increase 3		
RESISTANCES (%) & ARTES			
Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	-25
LVL Name	TP	Element	
5 (Magic) Resist	10	Light 1	
13 (Base) Hummerfist	17	-	
15 (Base) Soul Barrier	13	Light 1	
15 (Magic) Photon	34	Light 1	
20 (Base) Tectonic Break	18	-	
30 (Base) Soul Bright	39	Light 1	
40 (Magic) Prism Sword	50	Light 2	
45 (Base) Reverse	39	-	
LVL Power Hit Effect			
5 C C (Prep Time: 6s) Raise the defense of one ally. (Defense 30% up; 100% success: 90 seconds)			
13 C C Strikes the enemy twice.			
15 - - Raises own Res. (Res 60% up; 100% success: 30 seconds)			
15 A A (Prep Time: 6s) Collects particles of light and releases them to attack the enemy.			
20 C C Strikes the enemy to knock them down.			
30 B B Shoots numerous balls of light at the enemy.			
40 A S (Prep Time: 8s) Calls a sword bathed in light down from the heavens to attack.			
45 C C Lifts its opponent, then throws them behind.			

229 Sinker

Type: Magical Being

Element: Water

Pact: 30%

Residence: Cape Fortress



EXP:	468
Gald:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	B	-	C	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1249/2461	284/26	640/71	751/80	636/69	740/85

SKILLS

LVL 1	VS Ghost 2
LVL 3	Ice Elemental
LVL 5	Raise Mag
LVL 8	Resist Poison

LVL 15	Mental Charge
LVL 30	Relax
LVL 40	A. DEF Increase
LVL 45	Resist Lightning

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0
LVL	Name	TP	Element
5	(Magic) Aqua Edge	8	Water 1
10	(Base) Skewer	9	-
20	(Magic) Recover	12	Water 1
25	(Magic) Splash	22	Water 1
35	(Base) Tail Slap	33	-
40	(Song) Serene of Serenity	69	Water 1
45	(Magic) Saint Bubble	49	Water 2
55	(Base) Deluge	96	Water 1

LVL Power Hit Effect

- 5 B C (Prep Time 4s) Shoots blades of water to attack.
- 10 C C Skewers the enemy from below.
- 10 - - (Prep Time 6s) Restores status ailments from one ally.
- 20 B B (Prep Time 6s) Brings down fountains of water from above the enemy.
- 25 B B Spins to attack surrounding enemies.
- 35 B B Sings a song to surround attacking allies while raising Dif and Res of all allies. (Def 30% up, 100% success: 30 seconds!) (Res 30% up, 100% success: 30 seconds)
- 40 A B (Prep Time 8s) Formless bubbles surround the enemy's feet, then bursts them to deal damage.
- 55 B B Summons a giant pillar of water to attack.

230 Punisher

Type: Magical Being

Element: Dark

Pact: 30%

Residence: Ginnungagap



EXP:	468
Gald:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C	0	C	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1246/4476	221/27	612/72	698/81	594/70	707/84

SKILLS

LVL 1	VS Ghost 2
LVL 3	Dark Element
LVL 5	Raise Mag
LVL 8	Resist Sleep

LVL 15	Mental Charge
LVL 30	Relax 2
LVL 45	TP Increase 3
LVL 55	Resist Light

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	0
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL	Name	TP	Element
5	(Magic) Scarepin	12	Dark 1
10	(Base) Skewer	5	-
20	(Base) Tail Slap	33	-
25	(Magic) Negative Gate	32	Dark 1
30	(Base) Song of Blood	69	Dark 1
40	(Magic) Bloody Howling	55	Dark 2
45	(Base) Diving Wall	79	Dark 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
10	(Magic) Wind Cutter	8	Wind 1
17	(Base) Wind Spirit	22	Wind 1
20	(Magic) Turbulence	22	Wind 1
30	(Base) Wind Reaper	53	Wind 1
40	(Magic) Cyclone	50	Wind 2
45	(Base) Wind Dancer	39	Wind 1
55	(Magic) Heartless Circle	56	Wind 1

RESISTANCES (%) & ARTES

LVL	Power	Hit	Effect
10	-	-	(Prep Time 4s) Lowers the enemy's Def. (Def 30% down, 100% success: 90 seconds)
15	C	C	Skewers the enemy from below.
20	B	C	Rotates to attack enemies in the vicinity.
25	B	B	(Prep Time 6s) Summons an alternate dimension to seal the enemy's actors.
30	B	B	(Prep Time 6s) Calls down lightning bolts to surround the enemy while lowering all enemy's Def and Res. (Def 30% down, 100% success: 30 seconds) (Res 30% down, 100% success: 30 seconds)
40	A	A	(Prep Time 6s) Screams a curse to rend the enemy.
45	A	A	Calls up a tornado around itself to attack surrounding enemies.
55	-	-	(Prep Time 6s) Restores the HP of allies within the effect area five times, each time restoring 12% of max HP.

232 Awakener

Type: Magical Being

Element: Lightning

Pact: 30%

Residence: Ginnungagap



EXP:	468
Gald:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C	0	C	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1239/4461	279/26	615/72	729/81	556/65	667/81

SKILLS

LVL 1	VS Ghost 2
LVL 3	Raise Mag
LVL 5	Resist Swings
LVL 15	Resist Sway

LVL 33	Life Charge
LVL 40	Regenerate
LVL 55	Resist Earth
LVL 65	DEX Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL	Name	TP	Element
5	(Magic) Thunder Blade	28	Lightning 1
10	(Base) Electrolyze	18	Lightning 1
20	(Base) Thunder Sprint	39	Lightning 1
40	(Base) Celestial Sword	70	Lightning 1
45	(Magic) Indignation	60	Lightning 1

RESISTANCES (%) & ARTES

LVL	Power	Hit	Effect
10	B	C	(Prep Time 4s) Calls down a small lightning bolt from the sky above the enemy.
17	-	-	(Prep Time 4s) Restores 15 TP to one ally.
20	B	B	(Prep Time 6s) Restores 15 TP to one enemy.
21	-	-	Raises own Dex. (Dex 60% up, 100% success: 30 seconds)
30	C	C	Sends insects flying in the area around it to attack.
40	B	C	Calls down an electrified sword from the skies above to the area around the enemy.
45	A	C	(Prep Time 8s) Calls down a heavenly lightning bolt to strike the area around the enemy.

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+50	-50
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL	Name	TP	Element
5	(Magic) Thunder Blade	28	Lightning 1
10	(Base) Electrolyze	18	Lightning 1
20	(Base) Thunder Sprint	39	Lightning 1
40	(Base) Celestial Sword	70	Lightning 1
45	(Magic) Indignation	60	Lightning 1

LVL	Power	Hit	Effect
10	B	C	(Prep Time 4s) Lowers the enemy's Def. (Def 30% down, 100% success: 90 seconds)
17	-	-	(Prep Time 4s) Skewers the enemy from below.
20	B	C	Rotates to attack enemies in the vicinity.
25	B	B	(Prep Time 6s) Summons an alternate dimension to seal the enemy's actors.
30	B	B	(Prep Time 6s) Calls down lightning bolts to surround the enemy while lowering all enemy's Def and Res. (Def 30% down, 100% success: 30 seconds) (Res 30% down, 100% success: 30 seconds)
40	A	A	(Prep Time 6s) Screams a curse to rend the enemy.
45	A	C	Calls up a tornado around itself to attack surrounding enemies.
55	-	-	(Prep Time 6s) Restores the HP of allies within the effect area five times, each time restoring 12% of max HP.

231 Purger

Type: Magical Being

Element: Wind

Pact: 30%

Residence: Ginnungagap



EXP:	468
Gald:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C	0	C	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1242/4461	224/28	607/76	660/76	613/70	715/81

SKILLS

LVL 1	VS Ghost 2
LVL 3	Raise Mag
LVL 5	Wind Element
LVL 8	Relax

LVL 15	Mental Charge
LVL 30	Rel

BOSSES

VANGUARD A

Element: Wind		Residence: Cape Fortress					
		EXP: 280					
Gald:	560						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
28		A	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
10248	379	316	265	346	285	410	64
RESISTANCES (%)							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
0	-50	0	0				

VANGUARD B

Element: Ice		Residence: Cape Fortress					
		EXP: 290					
Gald:	580						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
29		C	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
10959	360	328	327	357	327	357	95
RESISTANCES (%)							
Fire	Water	Wind	Earth				
-50	0	+50	0				
Lightning	Ice	Light	Darkness				
0	+25	0	0				

VANGUARD C

Element: Lightning		Residence: Cape Fortress					
		EXP: 270					
Gald:	540						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
27		A	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
9888	367	277	276	335	307	377	83
RESISTANCES (%)							
Fire	Water	Wind	Earth				
0	+50	0	-50				
Lightning	Ice	Light	Darkness				
0	+25	0	0				

VANGUARD D

Element: Water		Residence: Cape Fortress					
		EXP: 280					
Gald:	560						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
28		C	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
10248	411	318	285	345	381	255	94
RESISTANCES (%)							
Fire	Water	Wind	Earth				
+50	+25	0	0				
Lightning	Ice	Light	Darkness				
-50	0	0	0				

VANGUARD E

Element: Wind		Residence: Lezareno Building Number Two					
		EXP: 450					
Gald:	900						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
45		A	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
12368	583	630	487	533	438	484	61
RESISTANCES (%)							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
0	-50	0	0				

VANGUARD F

Element: Ice		Residence: Lezareno Building Number Two					
		EXP: 460					
Gald:	920						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
46		C	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
17513	546	543	497	644	497	399	55
RESISTANCES (%)							
Fire	Water	Wind	Earth				
-50	0	+50	0				
Lightning	Ice	Light	Darkness				
0	+25	0	0				

VANGUARD G

Element: Wind		Residence: Lezareno Building Number Two					
		EXP: 450					
Gald:	900						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
45		C	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
16368	583	581	438	582	438	533	76
RESISTANCES (%)							
Fire	Water	Wind	Earth				
0	0	-425	+50				
Lightning	Ice	Light	Darkness				
0	-50	0	0				

VANGUARD H

Element: Wind		Residence: Lezareno Building Number Two					
		EXP: 470					
Gald:	940						
Drop 1:	-						
Drop 2:	-						
Steal:	-						
LVL	FLY	MOVE	STUN				
47		A	0				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
17088	658	508	609	555	456	407	1
RESISTANCES (%)							
Fire	Water	Wind	Earth				
0	0	+25	+50				
Lightning	Ice	Light	Darkness				
0	-50	0	0				

ALBUM ARTORUM

Element: Light		Residence: Quest: True Hidden Treasure					
		EXP: 65000					
Gald:	65000						
Drop 1:	Topaz 100%						
Drop 2:	Nether Traitor 100%						
Steal:	Philosopher's Stone 77%						
LVL	FLY	MOVE	STUN				
100		E	11				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
314424	999	1456	1456	1458	5034	1465	22
RESISTANCES (%)							
Fire	Water	Wind	Earth				
0	0	0	0				
Lightning	Ice	Light	Darkness				
0	0	+25	-25				

CHRISTOPHER

Element: Wind **Residence:** Quest: Defeat the Bandits (Rank D)



EXP:	180
Gald:	360
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
6448	259	218	195	236	195	280	66

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0

THIEF

Element: Fire **Residence:** Quest: Defeat the Bandits (Rank D)



EXP:	160
Gald:	320
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
5928	235	235	197	214	177	194	28

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LUCRETIA

Element: Dark **Residence:** Underwater Caves



EXP:	0
Gald:	0
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
827	42	50	49	53	46	46	6

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

PALADIN

Element: Lightning **Residence:** Luin



EXP:	50
Gald:	100
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
1758	103	97	87	111	87	80	77

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0

SWORDSMAN

Element: Earth **Residence:** Quest: The Wandering Swordsman (Rank D)



EXP:	160
Gald:	320
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
6073	233	253	177	214	177	214	20

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

MILITIA

Element: Earth **Residence:** Quest: From the Town Watch



EXP:	160
Gald:	320
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
5928	235	196	197	214	197	214	17

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

MELISSA

Element: Lightning **Residence:** Quest: Defeat the Bandits (Rank D)



EXP:	170
Gald:	340
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
6288	268	208	249	225	186	167	48

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0

AXE SOLDIER

Element: Fire **Residence:** Quest: We're the Monster Busters



EXP:	170
Gald:	340
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
50	750	538	568	529	540	58	18

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

VORTEX

Element: Water **Residence:** Underground Caves



EXP:	100
Gald:	500
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
556	99	42	66	57	70	55	36

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

MAGNAR A

Element: Earth **Residence:** Luin



EXP:	500
Gald:	3520
Drop 1:	Heal Mark 100%
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN				
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
10	204	128	184	127	222	74	10

RESISTANCES (%)

||
||
||

HAWK A

Element: Wind	Residence: Asgard			
A small, brown hawk-like creature with a crest and talons.				
EXP: 400				
Gold: 4000				
Drop 1: Poison Charm				
Drop 2: -				
Steal: -				
LVL	FLY	MOVE	STUN	
9	-	C	3	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
1613	248	160 140	171 138 209 19	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	

ATHOS A

Element: Dark	Residence: Asgard			
A dark, muscular, armored warrior with a helmet and gauntlets.				
EXP: 100				
Gold: 0				
Drop 1: Mane 100%				
Drop 2: Wolf Fur 100%				
Steal: -				
LVL	FLY	MOVE	STUN	
8	-	B	5	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
1558	140	189 113	177 146 175 35	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	0	0	
Lightning	Ice	Light	Darkness	
0	0	0	0	

GARUDA

Element: Wind	Residence: Hima			
A large, blue and white bird of prey with long wings and talons.				
EXP: 1000				
Gold: 3000				
Drop 1: Giant Feather 100%				
Drop 2: -				
Steal: Basil 66%				
LVL	FLY	MOVE	STUN	
15	-	C	7	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
8391	263	245 245	169 166 264 37	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	

SKIOPHORION

Element: Dark	Residence: Hima			
A dark, scorpion-like creature with a segmented tail and pincers.				
EXP: 6				
Gold: 0				
Drop 1: Peach Manuscript 100%				
Drop 2: Seal Charm 100%				
Steal: Philosopher's Stone 8%				
LVL	FLY	MOVE	STUN	
8	0	C	0	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
9998	871	181 176	170 2829 183 53	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	0	0	
Lightning	Ice	Light	Darkness	
0	0	25	+25	

WIND MASTER PRIME

Element: Wind	Residence: Theater Underground Site			
A large, blue and white dragon-like creature with wings and a long tail.				
EXP: 960				
Gold: 10000				
Drop 1: Sylph Mischief 100%				
Drop 2: Elemental Fragment 100%				
Steal: -				
LVL	FLY	MOVE	STUN	
20	0	B	7	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
11772	357	259 286	287 227 289 72	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	+25	+50	
Lightning	Ice	Light	Darkness	
0	-50	0	0	

ALICE A

Element: Water	Residence: Dynasty Ruins			
A young girl with blonde hair, wearing a white dress and a red bow.				
EXP: 700				
Gold: 12000				
Drop 1: Spirit Mark 100%				
Drop 2: Electron Ring 100%				
Steal: Undine's Affection 30%				
LVL	FLY	MOVE	STUN	
17	-	C	3	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
3171	522	300 340	318 333 309 53	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
-50	0	+50	0	
Lightning	Ice	Light	Darkness	
0	-25	0	0	

PORTHOS B

Element: Light	Residence: Dynasty Ruins			
A small, glowing, ethereal creature with wings and a flame-like body.				
EXP: 214				
Gold: 0				
Drop 1: Carrot 100%				
Drop 2: Rabbit Tail 100%				
Steal: -				
LVL	FLY	MOVE	STUN	
15	-	C	3	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
2729	308	222 230	251 273 207 76	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	0	0	
Lightning	Ice	Light	Darkness	
0	0	0	0	

ATHOS B

Element: Dark	Residence: Dynasty Ruins			
A small, dark, horned creature with a scaly body and sharp claws.				
EXP: 200				
Gold: 0				
Drop 1: Mane 100%				
Drop 2: Wolf Fur 100%				
Steal: -				
LVL	FLY	MOVE	STUN	
16	-	B	5	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
4246	220	293 373	273 226 271 35	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	0	0	
Lightning	Ice	Light	Darkness	
0	0	0	0	

MANITOU

Element: Water	Residence: Dynasty Ruins			
A large, pale, hooded figure with long white hair and glowing eyes.				
EXP: 1500				
Gold: 8000				
Drop 1: Elastic Leather 100%				
Drop 2: Tuna 100%				
Steal: Savory 48%				
LVL	FLY	MOVE	STUN	
20	-	E	17	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
12649	313	274 283	284 242 255 42	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
+50	+25	0	0	
Lightning	Ice	Light	Darkness	
-50	0	0	0	

HIRSUTA

Element: Earth	Residence: Human Farms			
A small, green, worm-like creature with a segmented body and tentacles.				
EXP: 160				
Gold: 0				
Drop 1: Plant Vine 76%				
Drop 2: Grey Manuscript 56%				
Steal: Lavender 24%				
LVL	FLY	MOVE	STUN	
13	-	E	3	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
2124	189	235 163	217 183 233 15	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	-50	+25	
Lightning	Ice	Light	Darkness	
+50	0	0	0	

GERIENTSLINDE

Element: Earth	Residence: Human Farms			
A large, brown, horned creature with a thick, scaly body and long claws.				
EXP: 1558				
Gold: 9000				
Drop 1: Fragrant Wood 100%				
Drop 2: -				
Steal: Saffron 47%				
LVL	FLY	MOVE	STUN	
18	-	E	7	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
11388	259	204 288	223 283 216 55	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
0	0	-50	+25	
Lightning	Ice	Light	Darkness	
+50	0	0	0	

BARTEK

Element: Fire	Residence: Former Triet Site			
A small, black, winged creature with a skeletal appearance and sharp talons.				
EXP: 2430				
Gold: 10000				
Drop 1: Charcoal 100%				
Drop 2: -				
Steal: Verbena 63%				
LVL	FLY	MOVE	STUN	
25	-	E	9	
HP	TP	P. ATK A. ATK	DEF A. DEF DEX LUCK	
18441	177	330 357	280 201 215 67	
RESISTANCES (%)				
Fire	Water	Wind	Earth	
+25	-50	0	0	
Lightning	Ice	Light	Darkness	
0	+50	0	0	

SCHIZOS

Element: Wind	Residence: Field
A small, brown, winged dragon-like creature.	
EXP: 1000	
Gald: 12000	
Drop 1: Dragon Horn 100%	
Drop 2: -	Dragon Scale 39%
Steal: -	

LVL	FLY	MOVE	STUN
25	-	E	7
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

14385 281 357 273 322 280 325 51

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness

0 -50 0 0

TALGERION

Element: Wind	Residence: Balacraf Mausoleum
A small, brown owl-like creature.	
EXP: 5	
Gald: 0	
Drop 1: Talisman 40%	
Drop 2: -	Message: Hawkeye 16%
Steal: -	Philosopher's Stone 5%

LVL	FLY	MOVE	STUN
5	-	D	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

6225 597 699 696 693 693 694 69

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness

0 -50 0 0

GAMELION

Element: Dark	Residence: Camberto Caves
A large, red, mushroom-like creature.	
EXP: 1	
Gald: 0	
Drop 1: Poison Charm 38%	
Drop 2: Yellow Manuscript 11%	
Steal: Philosopher's Stone 5%	

LVL	FLY	MOVE	STUN
1	-	D	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

2027 70 116 94 113 86 116 4

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

0 0 25 +25

AMANITA

Element: Dark	Residence: Camberto Caves
A small, purple, mushroom-like creature.	
EXP: 1964	
Gald: 0	
Drop 1: Slime Mold 10%	
Drop 2: -	
Steal: Sage 53%	

LVL	FLY	MOVE	STUN
25	-	E	11
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

12660 238 305 335 341 338 311 78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

0 0 25 +25

NAZDROVIE

Element: Light	Residence: Izuld
A small, green, frog-like creature.	
EXP: 3500	
Gald: 10000	
Drop 1: Spongy Skin 100%	
Drop 2: -	
Steal: -	

LVL	FLY	MOVE	STUN
25	-	D	11
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

16338 314 350 346 226 341 349 47

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

0 0 +25 25

MIRKA

Element: Ice	Residence: Temple of Ice
A small, blue, bear-like creature.	
EXP: 1000	
Gald: 5000	
Drop 1: Fluffy Fur 100%	
Drop 2: -	Mane 100%
Steal: Chamomile 54%	

LVL	FLY	MOVE	STUN
29	-	E	5
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

20133 312 387 398 239 239 201 84

RESISTANCES (%)

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness

0 +25 0 0

SIREN

Element: Ice	Residence: Temple of Ice
A small, black, mermaid-like creature.	
EXP: 1500	
Gald: 20000	
Drop 1: Seashell 100%	
Drop 2: -	Coral 100%
Steal: Undine's Charity 24%	

LVL	FLY	MOVE	STUN
35	-	C	5
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

12764 401 440 485 442 451 438 31

RESISTANCES (%)

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness

0 +25 0 0

ARAMIS

Element: Wind	Residence: Melitokio
A small, blue, butterfly-like creature.	
EXP: 4200	
Gald: 0	
Drop 1: Fluffy Fur 100%	
Drop 2: -	
Steal: All Divide 31%	

LVL	FLY	MOVE	STUN
35	-	D	7
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

19179 359 375 455 371 363 359 20

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

0 0 0 0

HELION

Element: Dark	Residence: Melitokio
A large, brown, winged creature.	
EXP: 4200	
Gald: 0	
Drop 1: Golem Fragment 100%	
Drop 2: -	Quality Stone 100%
Steal: -	

LVL	FLY	MOVE	STUN
35	-	E	7
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

19324 242 264 438 528 613 307 85

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness

0 0 +25 +25

DECUS A*

Element: Fire	Residence: Cape Fortress
A small, purple, winged creature.	
EXP: -	
Gald: -	
Drop 1: -	
Drop 2: -	
Steal: -	

LVL	FLY	MOVE	STUN
40	-	B	5
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

45669 591 1024 825 830 609 1106 13

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness

0 +50 0 0

RICHTER B

Element: Water	Residence: Cape Fortress
A small, white, winged creature.	
EXP: 12000	
Gald: 29040	
Drop 1: Garnet Ring 100%	
Drop 2: -	
Steal: Onichalum Ring 21%	

LVL	FLY	MOVE	STUN
60	-	A	7
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK

10296 970 1478 1183 972 943 1127 49

RESISTANCES (%)

Fire	Water</td

CORDUROY

Element: Lightning **Residence:** Temple of Lightning



EXP:	8275
Gald:	5000
Drop 1:	Demon's Wing 100%
Drop 2:	Pointed Horn 100%
Steal:	Chamomile 32%

LVL	FLY	MOVE	STUN
44	0	C	11
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

23346 266 483 548 487 436 489 78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0

MAGNAR B

Element: Lightning **Residence:** Allesia's House

EXP:	12500
Gald:	27300
Drop 1:	Stone Periapt 100%
Drop 2:	-
Steal:	Rainbow Manuscript 64%

LVL	FLY	MOVE	STUN
45	-	B	7
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

77955 446 1115 755 890 578 729 25

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0

ALICE B

Element: Ice **Residence:** Ginnungagap

EXP:	15000
Gald:	41040
Drop 1:	Mystic Symbol 100%
Drop 2:	-
Steal:	Mythril Ring 58%

LVL	FLY	MOVE	STUN
57	-	C	7
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

63480 999 944 1690 1043 1723 1239 14

RESISTANCES (%)

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

RICHTER D

Element: Fire **Residence:** Ginnungagap

EXP:	30000
Gald:	47970
Drop 1:	Orcalum 100%
Drop 2:	-
Steal:	Philosopher Stone 50%

LVL	FLY	MOVE	STUN
80	-	A	11
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

148503 999 1731 1474 1047 1035 1341 82

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LOOKIN

Element: Earth **Residence:** Temple of Earth

EXP:	1478
Gald:	0
Drop 1:	Crawler's Silk 100%
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN
42	-	E	3
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

14733 400 546 442 601 449 500 78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

HAWK B

Element: Wind **Residence:** Altamira

EXP:	11000
Gald:	34560
Drop 1:	Forseti's Cape 100%
Drop 2:	-
Steal:	Message: Near Death 11%

LVL	FLY	MOVE	STUN
45	-	C	5
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

58113 729 964 960 963 946 990 23

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	-50
Lightning	Ice	Light	Darkness
-50	0	0	0

COMMANDER BRUTE

Element: Earth **Residence:** Lezareno Building Number Two

EXP:	20000
Gald:	39600
Drop 1:	Holy Symbol 100%
Drop 2:	Ruby 100%
Steal:	-

LVL	FLY	MOVE	STUN
55	-	C	11
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

91362 999 1182 1198 1183 1184 1168 2

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

DECUS B

Element: Fire **Residence:** Ginnungagap

EXP:	15000
Gald:	41760
Drop 1:	Mana Symbol 100%
Drop 2:	-
Steal:	Mythril Ring 44%

LVL	FLY	MOVE	STUN
58	-	C	7
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

75864 754 1505 1167 1169 932 1404 74

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LLOYD B

Element: Fire **Residence:** Ginnungagap

EXP:	6000
Gald:	33825
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN
50	-	A	1
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

15375 444 750 388 668 529 540 58

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

MARTA

Element: Light **Residence:** Ginnungagap

EXP:	6000
Gald:	33825
Drop 1:	-
Drop 2:	-
Steal:	-

LVL	FLY	MOVE	STUN
50	-	A	1
HP	TP	P. ATK A. ATK DEF A. DEF DEX LUCK	

9264 324 455 574 385 451 509 82

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	-25

EMIL

Element: Dark	Residence: Ginnungagap
EXP: 6000	
Gald: 33825	
Drop 1: -	
Drop 2: -	
Steal: -	

LVL	FLY	MOVE	STUN
50	A	1	
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
12078	220	627	326 443 381 513 65
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

PYANOPSION

Element: Earth	Residence: Gladsheim
EXP: 10	
Gald: 0	
Drop 1: Platinum Ring 25%	
Drop 2: Luna's Punishment 11%	
Steal: Philosopher's Stone 13%	

LVL	FLY	MOVE	STUN
10		0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
98346	553	594	60 597 925 685 60
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

POSEIDEON

Element: Water	Residence: Gladsheim
EXP: 12	
Gald: 0	
Drop 1: Scarlet Manuscript 17%	
Drop 2: Orchicalum Ring 14%	
Steal: Philosopher's Stone 22%	

LVL	FLY	MOVE	STUN
12		0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
133478	457	928	937 921 924 933 44
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

METAGEITNION

Element: Water	Residence: Gladsheim
EXP: 8	
Gald: 0	
Drop 1: Spirit Mark 35%	
Drop 2: Azure Manuscript 14%	
Steal: Philosopher's Stone 18%	

LVL	FLY	MOVE	STUN
8	0	0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
45891	918	930	928 901 902 904 6
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

ANTESTERION

Element: Earth	Residence: Gladsheim
EXP: 2	
Gald: 0	
Drop 1: Amulet 22%	
Drop 2: Message Stronghold 21%	
Steal: Philosopher's Stone 4%	

LVL	FLY	MOVE	STUN
2		0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
2536	224	253	265 298 274 256 78
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

ELAPHEBOLION

Element: Fire	Residence: Gladsheim
EXP: 3	
Gald: 0	
Drop 1: Electrum Ring 26%	
Drop 2: Peach Manuscript 17%	
Steal: Philosopher's Stone 6%	

LVL	FLY	MOVE	STUN
3		0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
4798	333	399	358 377 354 375 51
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

HEKATOMBAION

Element: Water	Residence: Gladsheim
EXP: 7	
Gald: 0	
Drop 1: Shock Charm 36%	
Drop 2: Scarlet Manuscript 16%	
Steal: Philosopher's Stone 7%	

LVL	FLY	MOVE	STUN
7		0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
48231	750	811	534 825 542 557 39
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

BOEDOROMION

Element: Dark	Residence: Gladsheim
EXP: 9	
Gald: 0	
Drop 1: Dark Cape 32%	
Drop 2: Silver Manuscript 19%	
Steal: Philosopher's Stone 13%	

LVL	FLY	MOVE	STUN
7	0	C	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
67116	999	686	1045 698 1047 696 96
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
0	0	8	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

MAIMAKTERION

Element: Dark	Residence: Gladsheim
EXP: 11	
Gald: 0	
Drop 1: Mythril Ring 37%	
Drop 2: Purple Manuscript 23%	
Steal: Philosopher's Stone 15%	

LVL	FLY	MOVE	STUN
11	0	0	0
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
100540	600	1251	805 803 305 828 94
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

ALBUM ARTRUM B

Element: Dark	Residence: Gladsheim
EXP: 65000	
Gald: 50000	
Drop 1: Amethyst 50%	
Drop 2: Kismet 5%	
Steal: Philosopher's Stone 47%	

LVL	FLY	MOVE	STUN
200	E	23	
HP	TP	P.ATK A.ATK	DEF A. DEF DEX LUCK
389565	999	1857	1848 1896 6229 1874 36
RESISTANCES (%)	Fire Water Wind Earth	Wind Earth	
Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

TALES OF SYMPHONIA® Dawn of the New World™

OFFICIAL STRATEGY GUIDE

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